SHADOWRUN

SPRAWL WILDS

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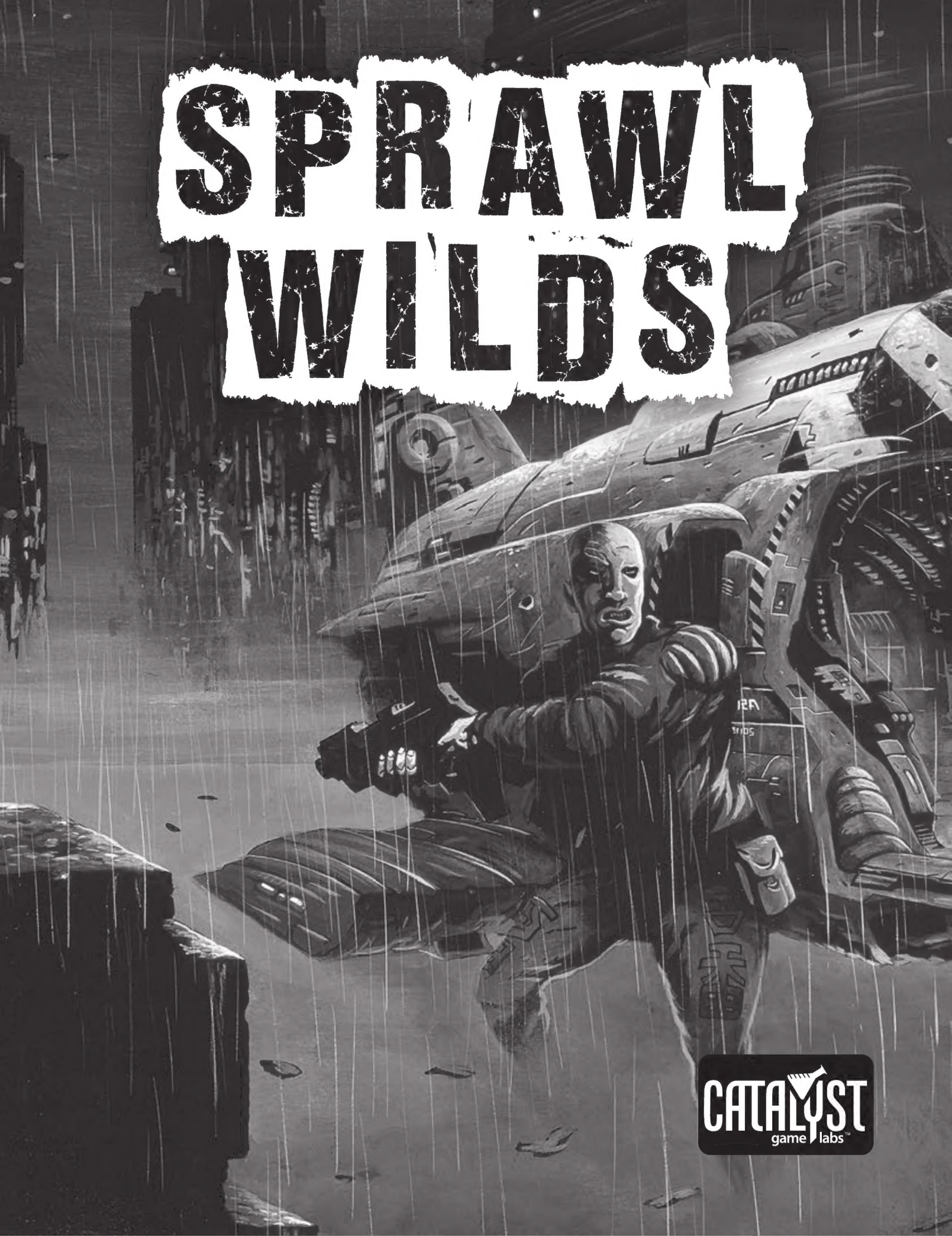
A SHADOWRUN CONVENTION MISSIONS COMPILATION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Dedication: To my Velvet Goddess, Shelly, for putting up with me during the writing of my first project and only laughing once at my first failed Matrix run. To Peter, Jason and Amy for having the faith that I could write in the first place. To those that suffered thru my character blogs wondering what I was thinking. And in the end it comes down to this, I made it Ma, Top o' the world! Stop, Drop and Troll! *—Rob McKittrick*

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INTRODUCTION

The following adventures were originally part of the *Shadowrun* Convention Missions campaign. They were run at various conventions and tournaments. They are connected by a theme that often pops up in *Shadowrun*, that of confronting the chaos and wildness hidden in the borders of the Sixth World's massive sprawls, particularly the urban jungle of Seattle.

Full information on the *Shadowrun Missions* campaign is available at shadowrun4.com/missions and includes a guide to creating Missions characters and a regularly updated FAQ. All maps, player handouts, and other playing aids are found at the end of this book.

PREPARING THE ADVENTURE

The adventures are intended for use with either *Shadowrun, Twentieth Anniversary Edition*, or *Shadowrun, Fifth Edition*; character stats are provided for both rule sets.

Adventure Structure

The adventures consist of several scenes. These scenes form the basis of the adventure, which should be completed in approximately four hours. If you are running short on time, you should streamline each and be a little more generous with clues, thresholds, and other requirements to aid in guiding the players through the adventure.

Each scene outlines the most likely sequence of events, as well as how to handle unexpected twists and turns that inevitably crop up. Each one contains the following subsections, providing gamemasters with all the information necessary to run it.

Scan This provides a quick synopsis of the scene's action, allowing you to get a feel for the encounter at a glance.

Tell It to Them Straight is written to be read aloud to the players, describing what their characters experience upon entering the scene. You should feel free to modify the narrative as much as desired to suit the group and the situation, since the characters may arrive at the scene by different means or under different circumstances than the text assumes.

Behind the Scenes covers the bulk of the scene, describing what's happening, what the non-player characters are doing, how they will react to the player characters' actions and so forth. It also covers the setting of the encounter, going over environmental conditions and other properties of the location as well as providing any descriptions of important items.

Pushing the Envelope looks at ways to make the encounter more challenging for experienced or powerful characters and other ways you can add some "extra spice" to the scene. This subsection should usually only be used for home games, or games where time is not a factor. At most convention and Open Play events, gamemasters should omit this information. It adds to the scene but does not contain important information.

Debugging offers solutions to potential problems that may crop up during the encounter. While it's impossible to foresee everything that a group of player characters might do, this section tries to anticipate common problems and other suggestions for dealing with them.

RUNNING THE ADVENTURE

Gamemastering is more of an art than a science, and every gamemaster does things a bit differently. Use your own style when it comes to preparing and running the adventure and do whatever you feel is best to provide the best Shadowrun game you can for your players. These adventures were originally designed to run in a standard four-hour convention time slot.

Please keep this in mind when running the adventure. When running at a convention, you should leave at least 15–20 minutes at the end of the time slot to complete any necessary paperwork and pass out the players' Debriefing Logs. (Make sure that you have enough copies of the Debriefing Log for this adventure to give one copy to each player after running the adventure.) This section offers some guidelines you may find useful in preparing to run any *Shadowrun Missions* adventure.

Step 1: Read The Adventure

Carefully read the adventure from beginning to end. Get a feel for the overall plot and what happens in each scene. That way, if something different happens, you won't be caught off guard and you can adapt things smoothly.

Step 2: Take Notes

Take notes for yourself while reading through the adventure that you can refer to later on. Possible things to note include: major plot points (so you can see them all at a glance), the names of various non-player characters, possible problems you notice, situations where you think a particular character can shine and other things you'll want to keep in mind while running the adventure.

Step 3: Know the Characters

Prior to the start of the adventure, examine the PCs' record sheets and Debriefing Logs (if they intend to continue using these characters in Missions events) for your reference and have basic information about their important abilities handy so you can refer to it during play. Also go over the characters and keep their previous events listed on the Debriefing Logs in mind when determining non-player character actions in various scenes if such a dynamic has been included.

Step 4: Don't Panic!

Gamemastering involves juggling a lot of different things. Sometimes you drop the ball and forget something or you just make a mistake. It happens, don't worry about it. Nobody is perfect all of the time and everybody makes mistakes. Just pick up from there and move on. Your players will understand and forget about it once you get back into the action.

GENERAL ADVENTURE RULES

This collection of *Shadowrun Missions* adventures use the rules presented in *Shadowrun, Twentieth Anniversary Edition* (*SR4A*) and *Shadowrun, Fifth Edition (SR5)*. Standard rules

INCOMING FEED.....

such as success tests, the Rules of Six, limits, and other common mechanics are described in *SR4A* and *SR5* and are not repeated in this adventure.

Please keep in mind when preparing for the adventure, that the PCs will not necessarily compose a balanced party. It's entirely possible that the party will be made up entirely of technomancers or back-to-nature shamans. If the characters run into a brick wall because of such complications, show flexibility and use your best judgment in how you lead them back to the plot.

Non-Player Characters

Non-player characters (NPCs) are essential to any adventure. They are the allies, antagonists, and background characters in the adventure that interact with the player characters. NPCs in this adventure have already been created and can be found throughout the adventure.

Minor NPCs are found in the individual scene that they appear in, and generally have a brief write up, noting only their important skills and the gear they are carrying. Note that their dice pools are pre-calculated to save the gamemaster time.

Major NPCs can be found in the **Cast of Shadows** at the end of the adventure, and have more detailed write ups including most of the skills and gear they have access to.

The NPCs in this adventure should generally stand up to the average player character but may need some adjustment to suit a particular group of characters, especially a more experienced and powerful group. The scenes and NPC descriptions offer tips on adjusting the NPCs to suit the abilities of the characters in your group. To adjust the power level of an NPC, refer to the Prime Runner Creation and Advancement Table (p. 285, *SR4A*, p. 385, *SR5*). Take the player characters' abilities into consideration when assessing the NPCs in this adventure and modify them accordingly.

Mission Difficulty

Gamemasters are encouraged to use their own judgment and to adjust the difficulty of the encounter to take into account the abilities of the players. If the players have no magical support, replace magical defenses with mundane ones. If the players are weak on combat, reduce the number of enemies by one or two. Conversely, if they're steamrolling the opposition, add one or two enemies to the fight. Missions should be a challenge to the party, but should never be insurmountable for a team playing it smart.

A Note on Commlinks

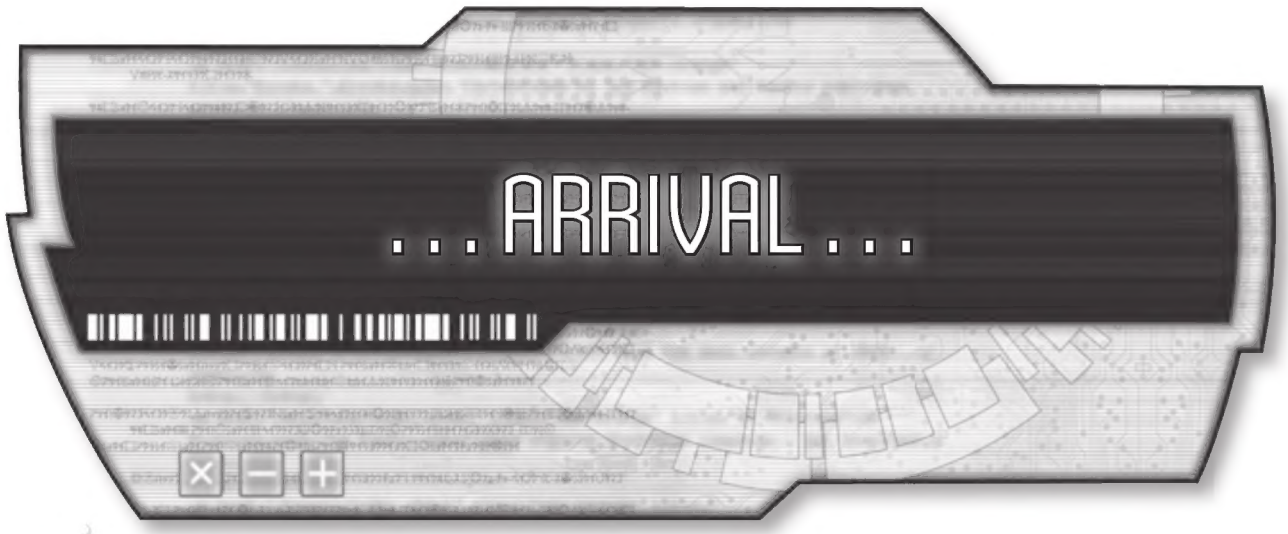
By 2075, commlinks have become a universal appliance. Because just about every NPC is going to have one, they won't always be statted out in the adventure text. For NPCs who do not have a statted commlink, assume it has all necessary ratings at 3. These commlinks will not contain any valuable paydata.

Paperwork

If a *Shadowrun Missions* adventure is being run at a convention, there are several important pieces of paperwork that need to be filled out.

The first is to make certain to distribute a copy of the adventure's Debriefing Log to each player. As the gamemaster, please make certain to fill this out and sign off on it for each character. In the interests of time, you may have each player fill out the sections, with appropriate values that you give them. Please consider the PCs actions in the scenario when providing Reputation modifiers, per those rules (p. 265, *SR4A*, p. 372, *SR5*).

The second is to make sure that all players have updated their character's calendar. PCs are allowed to go on one run per week. The calendar is used to track the character's monthly lifestyle expenses, adventures, and their downtime exploits.



SCENE 0: NEW KIDS IN TOWN

SCAN THIS

This scene is designed to transport runners from any campaign into these convention mission settings.

TELL IT TO THEM STRAIGHT

Here are a few ways to get your team to the area if they aren't already there.

Option A

Two days ago, your fixer set you up on an out-of-town job. It sounded simple, a bodyguard mission for some high-ranking corp salaryman. Your travel was arranged and they even managed to smuggle your gear here. It's never that simple though, and by the time your plane touched down at Sea-Tac Airport, your mark had already been taken out. Without a job to do, you picked up your gear, grabbed a hotel, and decided to see the sites, blowing the meager retainer you'd been given for making the trip. After all, you're shadowrunners, this is Seattle. This town gave *birth* to the shadowrun.

So for the last couple days, you've been on vacation. You've visited Underworld 93 and Club Penumbra, stopped to check out the ACHE, cruised by the Redmond Barrens (wearing full body armor and holding guns firmly in hand), beat up a few Halloweeners, and even visited the infamous Crime Mall. You were out late last night after bribing the doorman to let you into the third level of Hell at Dante's Inferno, and had planned to sleep it off before heading back home today.

However, it's barely noon when your commlink buzzes. You flip it on, and see the face of your friendly neighborhood fixer on the other end.

Option B

Your last run was a resounding success/failure with the heat from the corps picking up as they investigate. Your fixer thinks this might be a good time to lay low out of town. Seattle is nice this time of year, and he knows how to get you some work while you're there.

Option C

Riots are entertaining. Riots you started, not so much. Leaving town just seemed like a logical choice. Your fixer says he can get you work anywhere. So out of town you go. Next stop Seattle, the city that started shadowruns.

Option D

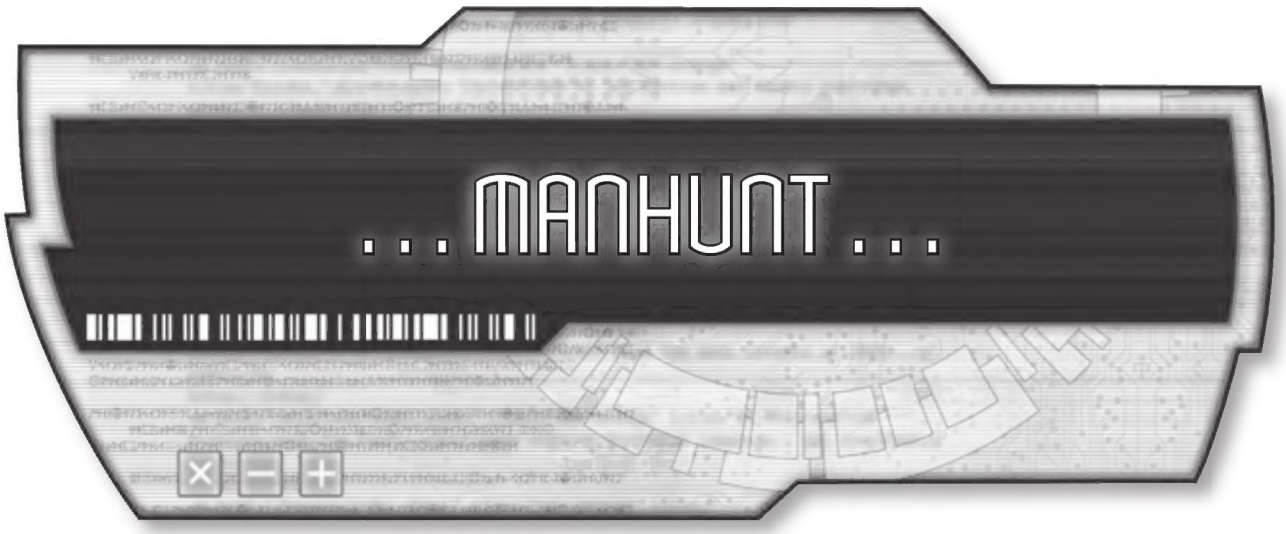
The job was supposed to be cake, VIP protection for some local rapper. Everything was locked in, chartered flight for you and your gear, transport once you arrived, valet service ... it was going to be nice for once.

Then a damn Pineapple Express blew in off the coast and your flight got delayed. By the time it finally started boarding your fixer commed you the bad news: The J was short on time and had to look for other talent to keep his VIP safe. Drek!

Well the good news is that you're in Seattle with all your toys, and your fixer promises that he'll find you some work that'll make it worth your time.

BEHIND THE SCENES

This is just a transition for players bringing their characters in from other campaigns. Modify it to fit your party, particularly if the runners are already in Seattle following a different mission or already live in the Metroplex.



MISSION SYNOPSIS

The runners are hired to haul ass out to the Barrens and bail ex-Lone Star Officer Hua out from under a paracritter siege. Hua was helping an old buddy, Mr. Singh, investigate mysterious animal killings, killings eerily similar to a case Hua worked fifteen years ago when he still worked for Lone Star Forensics. The small aquaponic farm they are holed up on was attacked during the previous night and suffered numerous casualties. Hua needs the runners to bring in supplies and help him figure out just what in Ghost's name is going on.

If they accept the mission, runners may ride into the Barrens in a Crimson Crush convoy. Once they arrive, Hua hands them a semi-automated Forensics kit and directs them toward two additional sites of interest. He warns them to be back before nightfall to help protect the farm from attack. With Hua's guidance the runners will search the sites for clues. Hua was seriously injured during the night and has been stimmed to the gills for days. He will fall unconscious at a dramatically appropriate point during this investigation and the runners will have to complete the investigation without his input (basically looking at the data and producing their best guess at what happened). The Karma and (to an extent) financial rewards for this mission are largely dependent on how happy the runners make Hua.

Their investigation should reveal two separate sets of attacks.

The first set is being caused by animals under the influence of a twisted mage, a wendigo cultist. The attacks are focused on disrupting local settlements so they can be raided for fresh sacrifices and slaves. These attacks originate from the Plastic Jungle and have been fairly subtle until recently.

The second set of attacks is the handiwork of a spirit who shares a dream pact with Chaaya. This spirit has worked to eliminate threats to Kaur's Farm and to protect the life Chaaya has found. While Chaaya sleeps, the spirit astrally projects into a Gabriel hound and stalks the forests surrounding the farm.

The final scene is a battle to defend the farm from a paracitter and neo-tribal cannibal raid and then to chase the neo-tribals back home to eliminate the threat (a wendigo) and figure out what they're going to do with the girl/spirit hybrid (which was the focus of the attack)

KAUR'S FARM: AN OVERVIEW

Kaur's Farm is named after Singh's late wife. Kaur (pronounced "Core") is a Sikh surname, the female equivalent of Singh and signifies a level of equality between the sexes that is rarely encouraged in traditional Indian culture. The farm itself is built along the Snoqualmie River, to the east and downhill from the Plastic Jungle. The farm is built around an old dairy farm. The farm is surrounded by stone barricades, rusted barbed wire fence segments and chain-link perimeters. The farm has six floodlights around the perimeter and entrances on the north and south sides with small guard shacks and movable barricades.

The warehouse-like cow barn has been converted into living and storage for a community of fifty, half of which are under sixteen years old. Radiating out from the central building are green houses that extend 500 feet from the barn. The farm has survived in the Barrens for fifteen years for a couple of reasons.

Its owners, Mr. Singh and his wife, have left a sizable pile of dismembered and ventilated gangers just outside the farm's perimeter over the years. The smaller fish understand that Kaur's Farm is too tough of a nut to crack and that any attempt to do so will be met with a terrifying amount of violence. However, Singh is a wily businessman who knows how to make deals and friends almost as well as he can carve a man into bite size pieces. His approach in the local area is best described as a "carrot and shotgun" policy. If you mess with his people, you get the shotgun; if you'd like to buy some fresh vegetables (at a local discount, of course) then there are plenty of carrots to go around.

Singh built a reputation of taking care of his people and whole families live on the farm now. Everyone knows they must work together or perish. The life they lead, while isolated and difficult, is vastly preferable to fighting squatters for food rations or selling their children into slavery. It is not much, but in the Barrens it is more than enough to fight to the death for.

Singh's wife died before they could have children. As a result Singh has sought to create his own family by adopting a staggering number of abandoned children. This is one of the major reasons Hua brought Chaaya here instead of abandoning her to the child welfare system. As a SINless child, it is unlikely that she would have been able to receive any sort of actual treatment for her abuse

and stood a good chance of simply becoming another broken squatter or worse.

Singh utilizes a form of farming known as aquaculture. By using a series of simple pumps, water is circulated from tanks that hold fish (mostly tilapia) to trays of vegetable plants. The water contains fish excrement that acts as a nutrient source for the plants, which in turn filter the water until it is clean enough to be recycled back into the fish tanks. Properly managed, this method of growing allows farmers to avoid planting in the highly polluted ground of the Barrens. It is also fairly compact and self-contained so a great deal of farming can be conducted in small area. Plant/fish tank combinations are stacked on top of each other three meters tall, and these are protected from the elements by greenhouses constructed of discarded windows, plastic sheeting, and other debris. The gangers to which Singh pays the largest share of protection money are the Red Hot Nukes. Due to the farm's remote location, the Red Hot Nukes are not able to provide much physical security. Instead they act as brokers, ensuring that Singh is able to sell his produce throughout the Barrens without having to ever leave the farm. Singh has further sweetened the deal by agreeing to discretely grow Crimson Orchid (p. 76, *Arsenal*).

THE LAY OF THE LAND

The farm is located in the Snoqualmie river valley. The Salish-Shidhe border lies to the east of the property, across from the disused I-203. Salish-Shidhe patrols are a frequent sight but never interfere with activity within the Barrens. A mile to the north is the Rat's Nest (p. 117, *Seattle 2072*); the people who live there do a good deal of business with Kaur's Farm, although it would be a stretch to say that they actually like each other. Uphill and directly west of the farm (about two kilometers) is the Plastic Jungle. Unbeknownst to the population at large, it is currently under the control of neo-tribal cannibal hippies. Kaur's Farm has a long standing rivalry with the Plastic Jungle, one that has occasionally turned violent. Recently though, there has been little to no contact with the Plastic Jungle, and that suits Singh just fine. The area between the two farms is densely wooded with eucalyptus, another half-hearted attempt to bring some natural beauty to the Barrens. To the south of the farm, along the banks of the Snoqualmie River, are a series of squatter settlements. These range in size from a few families to sprawling shanty towns with hundreds of residents. They subsist almost exclusively on regular shipments of food stuff from the Metroplex, shipments that are often delayed or stolen by gangers along the route. This is crushing poverty at its very worst, a portrait of people without a future.

Game Information.....

A Salish-Shidhe patrol consist of a two-drone element in crossing patterns along the border. Being spotted by the drones alerts nearby ground units to investigate. If the border is crossed, a spirit is called in, usually earth or air (p. 302, *SR4A*, p. 303, *SR5*) while at the same time the perimeter alerts nearby patrols of a border violation. Standard ground patrols consist of Cascade Ork Tribal warriors and a shaman, three ork or troll warriors and one or two shamans (use Corp Sec Unit, p. 281, *SR4A*, p. 382, *SR5*).

THE PLASTIC JUNGLE NEO-TRIBALS:

The Plastic Jungle has always been occupied by a steady stream of back-to-nature freaks, looking for a change of perspectives. Five years ago the tone of their anti-corp rhetoric shifted significantly, and an Awakened guru named Darrik Toll emerged as the commune's leader. He preached an increasingly apocalyptic message, one that scared off moderate elements of the commune. At this point, all that is left are a core of twenty or so devoted adherents, ready to lay down their lives and commit horrible atrocities in the name of pleasing their savior.

The truth is that their savior, their prophet, is a ravenous wendigo. This wendigo is playing the long game, manipulating these cultists to embrace a self-destructive and unsustainable cannibalistic lifestyle. The neo-tribals believe they can derive power from the flesh of the fallen, but this is another lie the wendigo has fed them. The wendigo, via their prophet, has pushed them into a series of progressively more dangerous raids against neighboring settlements. She revels in the utter corruption of the commune and feasts upon the flesh of her true believers.

WEATHER

Since much of this mission takes place in the great urban jungle of the Barrens, weather should be an ever-present and important aspect throughout the adventure. Mankind has not been kind to Gaia in the Sixth World, and this should be reflected in changing and potentially dangerous weather patterns. Be sure to include visual modifiers due to fog, rain, etc. A survival roll is generally unnecessary unless the runners somehow get horribly lost or spend some serious time east of the Salish-Shidhe border.

Incoming Message .....

THE FORECAST: SUMMER

- **Day 1:** Boiling hot summer day (101 degrees, 80 percent humidity, –2 penalty to Physical tests for any players wearing more than 8 combined points of Impact and Ballistic armor, or 12 points or armor in *SR5* (Survival + Willpower (3) Test to avoid). It's been hot as hell for weeks. Clouds start rolling in after sunset, though, and the temperature plummets.
- **Day 2:** Heavy low-lying fog in the morning (particularly around the river) that burns off completely before 10 a.m. Same intense heat with serious cloud cover moving in after sunset.
- **Day 3:** Early morning drizzle , sun peeks out around 11 a.m., bringing the heat and humidity back. Clouds return well into the night.
- **Day 4:** Rain begins falling in early morning and lasts all day. Heavy fog banks morning and night.

THE FORECAST: WINTER

- **Day 1:** Snow-covered ground, cold winds blowing (32 degrees Farenheit, wind chill 10 degrees. Penalties apply for not wearing appropriate clothing.
- **Day 2:** Overcast and snowing, low visibility. Snowfall slows near noon. Clouds keep the area from warming.
- **Day 3:** Sun comes out around 10 a.m. and sunlight reflects off the snow making vision hard without sunglasses or flare compensation.
- **Day 4:** Snow begins falling in early morning stopping late afternoon, temperature begins dropping after sunset to below freezing levels.

Incoming Message .....

A WORD ON SIXTH WORLD SIKHS

Singh, his adopted children, and roughly half the farming community are Sikhs. Sikhism is a monotheistic religion from India that emerged in the 15th century as an alternative to both Hinduism and Islam. The core of the religion can be summed up as "Realization of Truth is higher than all else. Higher still is truthful living." Adherents to Sikhism believe in spiritual salvation by the rejection of base desires and the pursuit of a balanced and honorable life. Baptized Sikhs, known as Khalsa, embrace a "saint-soldiers" ethos from an early Sikh order. Khalsa are expected to uphold principles of spiritual purity and fierce devotion to the protection of innocents. The wearing of a turban, carrying of a consecrated blade, and a number of other items, are articles of faith for a devoted Sikh.

Sikhs generally believe in peace, compassion, and community, but there are some extremists who add to that a firm belief in brutally killing fools who harm innocents. As a result of this ethos, some Sikhs have found their way into the ranks of military and police units around the world.

SCENE 1: NOTHING GOOD HAPPENS AT 3 A.M.

SCAN THIS

Runners get a call from their fixer who in turn puts them on the line with Hua (see **Cast of Shadows**, p. 21). This is a secure Matrix meet with the fixer vouching for Hua's claims and credit line.

TELL IT TO THEM STRAIGHT

Your commlink alerts you to an urgent call from your fixer. As you struggle into consciousness, it also informs you of the following information: It is 3:12 a.m. local time and the nearest Stuffer Shack would like to offer you a special deal on a caramel guava triple-soykaf and breakfast burrito combo. But only for the next thirty minutes, so come on in and get stuffed!

Your fixer's voice springs from your commlink.

"I got a Johnson on satellite link, needs some help in the Barrens. Interested? Doesn't sound like easy work, but it doesn't pay like it either."

BEHIND THE SCENES

The runners are being contracted to rescue and assist Donald "Donnie" Hua (p. 21) an ex-Lone Star patrol officer who retired from Lone Star Seattle in 2068. He is working at the behest of an old contact Mr. Singh (p. 22), the functional "owner" for Kaur's Farm. Hua is a fat, bitter ex-cop dragged out of retirement by a sense of loyalty and the belief that these killings have something to do with a case that made headlines 15 years ago. The commlink connection is weak, a spotty satellite connection out of the deep Barrens. Hua looks the worse for wear, with bloodshot eyes, the residue of a Drain-induced nosebleed, and the twitchy countenance of a man well into his dose of long haul. Hua will completely dispense with pleasantries and dive straight into the job. As the conversation progresses it should become clear that he's injured and that he just spent the last night fighting for his life.

The Job

The runners have three basic jobs: keep Hua alive, assist his investigation, and bring in needed supplies. The supplies fit into three large backpacks. They consist of medical supplies (Rating 3 medical kits), repair parts for a generator and various firearms, children's toys, and a pair of M79B1 LAW Rockets. (p. 32, *Arsenal*) One of the rockets works but the other will require an Armorer + Logic (5, 30 min) Test before it will fire (in *SR5,* Mental is the applicable limit).

The Background

A couple days ago, a body—well, part of a body—turned up in a creek near Kaur's Farm. The rest of the body was found in a tree a short way upstream. The body was severely decomposed, and DNA samples did not come up with a match in any existing databases. The cause of death appeared to be an animal attack. Around the same time, some *gomi-nezumi* (trash-people) who frequently trade with the farm complained about people going missing at night. They also reported hearing strange sounds and finding animal tracks in the morning around abandoned shacks. Hua poked around and found evidence of a series of animal attacks. Seems to him like some paracritters are behaving oddly. Working outwards he turned up a body or two, but mostly they appear to have disappeared.

Hua is unwilling to go into more details at this point but he says he doubts it'll take more than a day or two to wrap up his investigation.

Hua will provide some commlink trideo documenting what went on the last two nights. Analysis (using Perception, Biology, or other relevant skill) will yield additional information. The trideo shows demon rats, devil rats, birds, dogs, etc. trying to swarm Kaur's Farm over the two nights. The attacks start just after sundown and continue in irregular waves until morning. The length of time between waves varies from twenty minutes to four hours. The animals don't behave in a coordinated fashion. Whatever is making them attack is increasing their aggression and directing their attack, but it doesn't make them work together. A Perception + Logic (3) Test (use Mental limit in *SR5*) will let the runners know that the animals are being directed by some unseen outside force.

Kaur's Farm is deep in the Barrens, practically in Salish-Shidhe. Matrix coverage is spotty at best so his commlink is fitted with a satellite link to facilitate communication with the outside world.

This is a run into the deep Barrens, so it is reasonable to have runners hauling out their LMG, breaking out that box of Azzie Strikers, and tugging on that set of mil spec armor. One point they may be reminded of though: p. 116, *Seattle 2072*: "The Redmond Barrens are practically lawless, where possession of the smallest amount of food or the least valuable trinket can be reason for someone to kill you." So if some squatter is willing to shank you for a half empty bottle of NERPS, he and his twenty other starving buddies might take one look at all your fancy gear and think "Fuck it, they can't shoot us all right?" More likely they'll just pass that information on to some equally hungry but better-armed gangers

in exchange for a little cash or food. There's a balance between looking like a hard target and looking like a fat payday.

Hua highly suggests that the runners utilize a scheduled Crimson Crush convoy to reach the farm. He has already retained their services as well as made a GAZ P-179 (*Arsenal,* p. 109) truck available for use. Hua will give the runners crazy eyes if they suggest or insist that they will provide their own transport. He will not stop them from using their own ride but he will state upfront that they will not get compensated when a novacoked troll throws a ballistic baby completely through their car.

Payment: 4,000 nuyen per runner, plus an additional 100 nuyen per net hit on a Negotiation Test, capped at 5 net hits.

As soon as the deal is closed, Hua will sign off and the fixer will send a message explaining that the requested goods will be couriered to Crusher 495 (*Seattle 2072,* p. 119). This is also the location from which the Crimson Crush convoy is scheduled to leave in three hours. The runners may request additional gear, but standard acquisition rules apply.

DEBUGGING

The runners have less than three hours to get their gear together and get to the Crusher 495. Delaying their departure is an option but they must arrive before sundown to avoid penalties. Driving into the Barrens could lead to complications but riding with the Crimson Crush is more or less a sure thing, and it means they will not have to risk their own vehicles to the odd IED attack.

This run is largely about keeping Mr. Hua happy. Showing up when he is up to his pointy ears in demon rat is not going to endear the runners to him.

Game Information.....

SR4A STATS

M79B1 LAW Rocket

M97B1 LAW Rocket [Missile Launcher, 12P, AP -2/-6*, SS, RC –, 1 (Single Use)]

* -2 AP against people, -6 against vehicles

GAZ P-179 (Pickup Truck)

Handl	Accel	Speed	Pilot	Body	Arm	Sensor
-1	15/30	90	1	14	6	1

Upgrades: Multi-Fuel Engine

SR5 STATS

M79A1 LAW ROCKET

M97B1 LAW Rocket [Missile Launcher, Acc 4, DV 16P, AP -4/-10*, SS, RC –, 1(Single Use)]

* -4 AP against people, -10 against vehicles

GAZ P-179 (Pickup Truck)

Handl	Speed	Accel	Bod	Armor	Pilot	Sens	Seats
2/2	4	2	14	9	1	1	3

SCENE 2: INTO THE BARRENS

SCAN THIS

This scene sets the tone of the Barrens, the feeling that the runners are actually traveling to a district so neglected that it might as well be another country.

TELL IT TO THEM STRAIGHT

Temperatures topped out near 38 degrees Celsius* this week. At 6 a.m., the sun is starting to rise and it doesn't look like the weather is going to get much better. Heading into the Barrens you pass small shanty towns, burned out buildings and vehicle wrecks left where they died. Decay is the colour of life in the Barrens.

Arriving at Crusher 495, you can already see a crowd of around twenty people waiting patiently outside the storied bar. It's a motley crew of down-trodden Barrens dwellers, looking to beg or buy their way onto the relatively safety of the Crimson Crush's convoy.

***Gamemaster Note:** 38 degrees Celsius is 100 degrees Fahrenheit.

BEHIND THE SCENES

Crusher 495

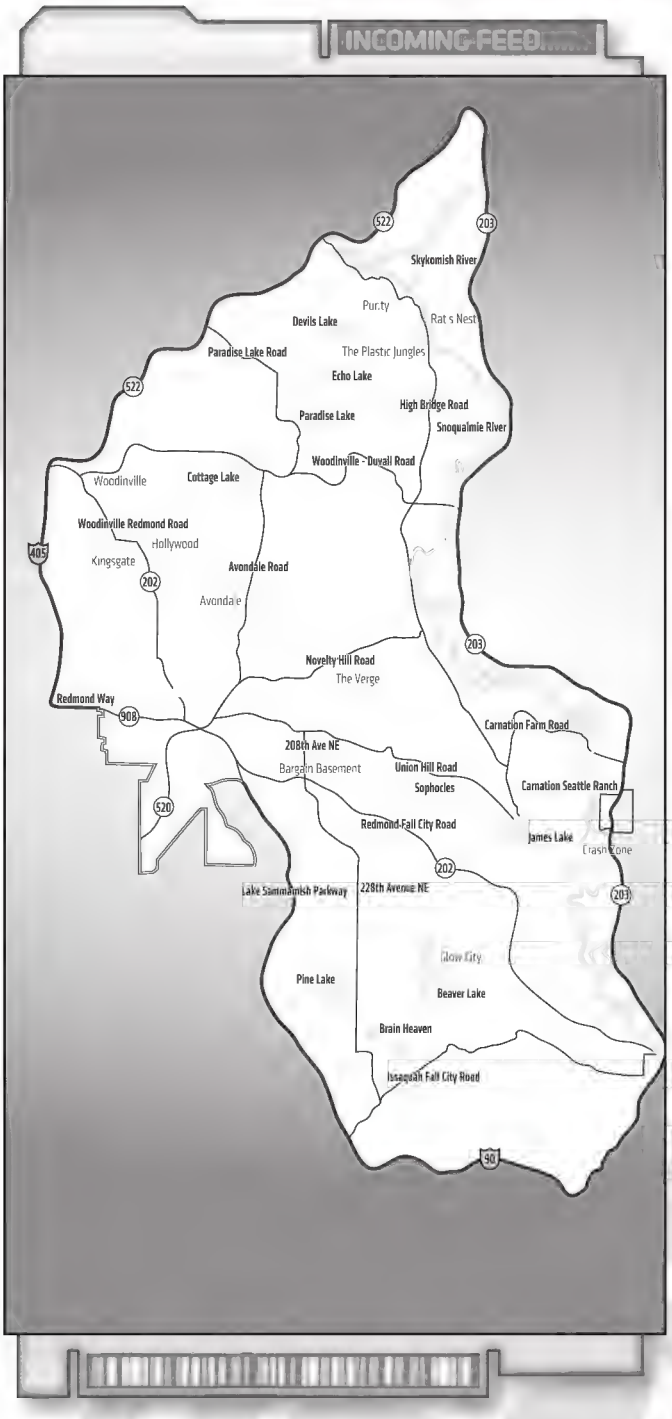
This local club is a fixture of the Barrens. The owner has violently resisted overtures from organized crime and racially motivated policlubs. Because of this, Crusher is a beacon of neutrality in the tribal warfare common to the Barrens. The fact the club sells strong drinks and books fantastic bands does not hurt their case either. Beyond the club, Crusher has emerged as a community center with a popular message board that allows people throughout the Barrens to coordinate trades and business without fear. While the owner has certainly worked hard to provide adequate security for his patrons, it is really the patrons that help enforce this code. None of the local gangers want to see this place go away and they will certainly make anyone understand that, with force.

A ten-vehicle convoy lumbers into view shortly after the runners arrive. The convoy is led by Crimson Crush gangers in up-armored vehicles with mounted weapons. Vehicles range from hacked up Step Vans to decrepit city busses with oddly shaped metal plates welded to the side. This is what public transportation looks like in the Barrens.

Arona (p. 21), the Crimson Crush convoy leader, steps out of a Gaz and casually leans against the door. She scans the waiting crowd for trouble and the runners for transport. Arona will suggest in passing that they hang their bags over the sides to provide some extra protection in case the convoy gets shot at. The pickup truck will seat the entire team uncomfortably and should be described as being the color "rust." The best that can be said is that it is functional.

A Crimson Crush member will dismount and collect the fee for passage. A few people pay in corp scrip or nuyen, but the bulk pay in barter. Crates of chickens, bags of questionable chemicals, and the occasional weapon are exchanged for a seat in the convoy.

If the runners bring their own ride they will still be able to convoy with the Crimson Crush. However, if they bring



something over the top like a Nightsky or a pimped Hotspur, the Crimson Crush will charge them a 2,000 nuyen "Stupid Shadowrunner Fee," which is the exact verbiage that Arona will use as her people swivel MMG's in the general direction of the runners. The fee in non-negotiable.

The journey to Kaur's Farm takes a couple of hours and features a few stops. While this particular ride into the Barrens is uneventful, it should be clear that this is an exception, not the rule.

DEBUGGING

The Crimson Crush has no problem putting down the runners if they step out of line or endanger the convoy. Runners are also free to drive themselves to Kaur's Farm. If they do so, mess with them. Random sniper fire pinging off their vehicle, road blocks, an IED that explodes just seconds after they drive out of the killzone, etc. Nothing that will necessarily impede their progress but something to remind them that the Barrens is not a playground for runners.

Game Information

SR4A

Crimson Crush Convoy Mook
Mook (Professional Rating 2)

B	A	R	S	C	I	L	W	Ess	Init	IP	Arm	CM
6	4	3	6	4	3	3	3	6	6	1	6/4	12

Skills: Close Combat skill group 7, Etiquette 6, Gunnery 6, Heavy Weapons 7, Intimidation 5, Pistols 6
Gear: One dose of novacoke
Weapons:
Stoner Ares M202 [MMG, DV 6P, AP -2, FA, RC (special)*, 100 (belt)]
*Weapon is mounted in a ring or pintle mount and ignores recoil penalties.

SR5

Mook (Professional Rating 2)

B	A	R	S	W	[illegible]	[illegible]	C	Ess
6	4	3	6	[illegible]	[illegible]	[illegible]	[illegible]	[illegible]

Initiative: 6+1D6
Condition Monitor: 12
Limits: Physical 7, Mental 4, Social 6
Armor: 9
Skills: Close Combat skill group 7, Etiquette 6, Gunnery 6, Heavy Weapons 7, Intimidation 5, Pistols 6
Gear: Armored vest
Stoner-Ares M202 [MMG, Acc 5, DV 10P, AP -3, FA, RC 14*, ammo 100 (belt)]
* Weapon only has that amount of recoil compensation when it remains mounted. Otherwise it is 3.

SCENE 3: KAUR'S FARM

SCAN THIS

The runners arrive at Kaur's Farm, meet Mr. Singh (p. 21) and get the lowdown before heading out.

TELL IT TO THEM STRAIGHT

The Crimson Crush convoy crawls through the ruins of the once-wealthy district of Redmond. As you press deeper into the Barrens, you pick up a series of buried Knight Errant nodes. They broadcast a simple message: Beyond this point Knight Errant cannot guarantee your safety. The convoy stops twice to exchange groups of passengers and swap out gun crews. The sun creeps across the sky as the morning wears on,

After an hour, Arona honks the truck's horn, eliciting three pitiful blats, barely audible over the din of the convoy. The driver of the vehicle behind you waves back with a one-finger salute, letting you know that you can safely leave the convoy. You pull off the crumbling main road and onto a side street.

The desolate urban wasteland slowly gives way to copses of sickly looking trees and tall yellowing grass. The truck eventually heaves over the top of a hill and the verdant forests of the Salish-Shidhe border roll out before you. Turning north, you pull onto a rough road that drops into the valley and runs parallel to the Snoqualmie River. Small squatter villages are built up around the river's edge. As the wind shifts you catch the distinct odor of decay belonging to the Rat's Nest, further up river.

As you catch sight of the farm Arona finally talks. "There she is chummers. Kaur's Farm."

BEHIND THE SCENES

The runners arrive at Kaur's Farm around 8 a.m., approaching from the south and entering from the farm's southern entrance. A bloodied and tired guard will wave them through a makeshift barricade. The farm looks like a warzone; bullet-riddled bodies of countless animals lay in heaps around the farm. The injured moan loudly, as the able-bodied attempt to clean up the madness of the previous night. Every person the runners pass looks utterly exhausted and barely functional.

Once the runners are inside the farm's perimeter and drop their gear off, Hua will limp out of the main building to greet them. He is accompanied by a young woman who hovers around him protectively. She is dressed simply, and she quickly fills her pockets to the brim with stuffed animals, a portion of the children's toys brought in by the runners. This girl is Chaaya (p. 22), and her unusual behavior should be fairly obvious when Hua introduces her. While Chaaya cannot speak and has obvious difficulty understanding language, she will attempt to offer an awkward and overly strong handshake to each of the runners. Additionally, she will take an interest in the runner with the highest Charisma (of either gender) and watch them whenever possible with what can only be described as an animal intensity. Anyone who chooses to assense her will be struck by something ... odd about her aura. For more information refer to Chaaya's stats on p. 22. Hua will introduce her as "A girl I saved from child services," and if questioned he will briefly describe how he met her and how she came to be adopted by Singh. Even in this brief exchange, it should be clear that Hua has a fatherly attachment to this girl. After introductions he gives the runners just enough time to stretch before taking them to Mr. Singh inside the main building.

Arona informs the runners that she will stick around until they are ready to depart. Mostly to protect her GAZ, which she parks behind the barn and stays with.

Mr. Singh looks just as tired as the rest of the farmers but appears in high spirits. While the rest of his clothing is covered in grime and gore, he has taken the time to wrap a tight new turban and wash his face. Tea and cold food (spicy fish curry and unleavened bread) are brought in as Hua dives straight into a briefing. Singh hangs back initially, splitting his attention between Hua and sharpening a simple, elegant curved sword.

Shortly after Hua got off the satellite link, a mist lynx materialized and tried to extract Hua's vital organs through his spine. Hua was able to dump a spell into it, but not before it took a chunk of out of him (fill in 4 boxes of Physical damage and consider his wounds treated and no longer bleeding). Hua is not going to die but he certainly is not going to be walking around playing CSI either. All is not lost, though; Hua will produce a Forensics kit (Rating 3) that includes an expert system capable of directing the runners to collect evidence. If the runners have a relevant skill (such as Parazoology, Biology, etc.) they can assist the system using a standard teamwork test.

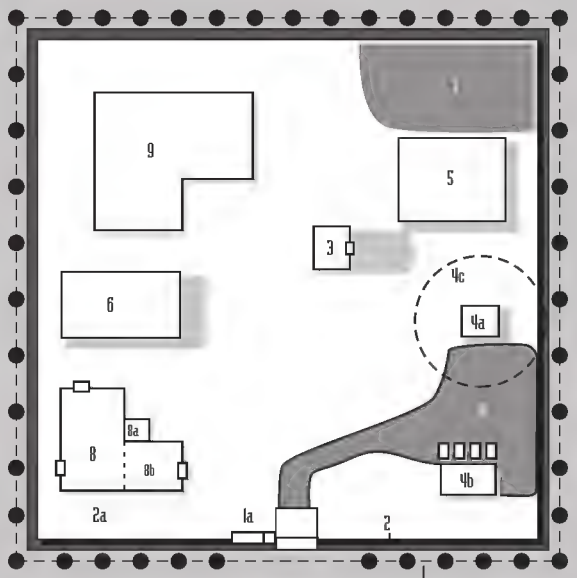
The whole reason Hua is out here is because one of the farmers discovered a severed arm in a stream that runs between the Plastic Jungle and Kaur's Farm. The rest of the body was found upstream, in the branches of a tree and nearly twenty feet off the ground. Hua was able to confirm that the victim was killed by a large predator, and he suspects a Gabriel hound. Dragging victims into trees is not normal Gabriel hound behavior, and Hua was struck by how much it resembled a case that made news nearly fifteen years ago. In that investigation, a mage with a serious grudge summoned a powerful nature spirit to wreak revenge against the perceived corruption of the wealthy. This spirit had the power of animal control, and local animals carried out a string of killings. The most famous of these attacks involved a wealthy "cat lady" found slain by her twenty-plus cats, her body dragged to the top of a cat tower in her living room. The mage was eventually located, and Lone Star combat mages annihilated him in a standup fight. The spirit was never located, although it was presumed dispelled. The mechanic of clean kills with bodies discovered aboveground has stuck with Hua ever since.

Expanding his search, Hua interviewed numerous squatters and *gomi-nezumi* who reported a pattern of increasingly violent and unusual contacts with wildlife. Correlating their reports, he has found a pattern that runs back at least three to five years, although he suspects longer. Hua's major concern is that history is repeating itself. Either another homicidal mage has summoned a similar spirit or the original spirit still roams the Sixth World.

Hua wants the runners to check out two sites before sundown. The first site is a suspected ganger encampment a few miles to the north. *Gomi-nezumi* from the Rat's Nest reported hearing fighting at night near an abandoned microbrewery. The second site is a squatter settlement to the south that used to trade weekly with Kaur's Farm. They did not show up last week, and Singh is worried that they might have suffered a similar fate.

Singh's priorities are different. While Singh believes that the animal attacks have something to do with the current siege, he

Kaur's Farm



Map Key

1	6m Fence (Razor Wire, Electric)
1a	Gate (Remote)
2	8M deep concrete pit
2a	Ladder (Remote)
3	Gun Tower
4	Vehicle Lot (Blocks are hovertrucks)
4a	Fuel Depot (3-Story)
4b	Vehicle Repair Garage (1 story)
4c	Potential Blast Radius
5	Wage Slave Living (2 story)
6	Executive Living (3 story)
7	Recreation Field
8	Offices
8a	Power Generators
8b	Lobby
9	Research Central

INCOMING FEED

feels that there are more practical concerns at hand. He would rather have the runners repair the turbine or fill sandbags than run around the Barrens looking for clues. At the same time he is very familiar with how runners operate and understands that he is not in a position to make any demands of them. Because of this, he mentions wanting their help as a strong suggestion, not a demand. It is acceptable for the runners to request that the investigation be put on hold until the next day, although this will require them to convince Hua to allow it. Singh is pleasant to deal with but won't help the runners if they seriously suggest abandoning the farm. Singh will coolly point out that there is nowhere for these people to go and that most, himself included, would rather die than return to living on the streets.

Sundown will occur at around 8 p.m., and both Hua and Singh will demand that the runners be back before that time.

PUSHING THE ENVELOPE

The following should generally be heavily truncated if you are trying to run a game in a four-hour block. Completing these odd jobs will improve the survival rate of both runners and farmers. They are also excellent opportunities for roleplaying and conveying just how terrible life in the Barrens really is. It is possible the runners will tackle these problems as well as complete their primary objective.

If the runners would like to make some friends, they will have a number of opportunities. The farm is perpetually one bad day away from total annihilation, and these people can always use help. The remoteness of their location has helped keep them safe, but it also means they are isolated. Hua requested medical supplies for a reason. The farm lacks medical care and makes do with the expert system in a medkit (Rating 3). Runners with the Medicine/First Aid skill will be welcome in the farm's dispensary and should be able to get several of the injured back on their feet and ready to fight. There are at least ten injured farmers that could be nursed back to health in time to help defend the farm. Runners seeking to do so must declare how many they will try to aid and then make an extended test to see to what degree they are successful. Each injured person increases the threshold for the extended test by 4, and the interval for the test is 10 minutes. Teamwork tests are appropriate here.

The farm's aquaponic systems are powered by three wind turbines located along the eastern edge of the property. These turbines and their electrical storage systems are strictly jury-rigged gear. They're cobbled together from salvaged parts and barely held together by tape and the odd bent nail. Because of this they break down frequently, and only one is working at the moment. This turbine is struggling to produce enough energy to keep the aquaponic system running, and diverting power isn't an option (if all their crops die they will be unable to feed themselves long enough to put in a second planting). Runners with any sort of mechanical, hardware, or electronic knowledge could help fix the broken turbine. Long term, such a fix will ensure the future of the farm. Short term it will allow the activation of floodlights that reduce visibility modifiers during the coming fight. Repair will require Relevant Skill + Logic (8, 1 Hour) Extended Test (Mental limit is applicable if playing *SR5*). Extra successes and the expenditure of Karma may improve the system in any way the gamemaster feels appropriate.

Matrix access is spotty here so the community is always hungry for entertainment. Telling war stories, sharing political insight, or even recounting the latest *Neil the Ork Barbarian* cliffhanger will be well received by the community. Roleplaying should be required for this section; do not allow players to simply say "I use my skill on the audience." It seems like a simple thing, but providing some entertainment, especially for the children, will improve morale significantly and allows the adults to sleep easier and consequently recover from the previous night's fatigue faster.

There is a never-ending list of odd jobs that need doing on any farm, and Kaur's is no exception. Runners who volunteer to help out will be tasked with jobs including scrubbing pots, turning the compost pile, and lifting heavy things from one place to another. The community will do their best not to abuse the runners, but do you have any idea how much wood a person with move-by-wire can chop in an hour?

Given Singh's limited resources, he has done an excellent job of fortifying and training the community. Still there are numerous things more combat-oriented runners can help with. Chiefly there a number of weapons that need repairing as well as sand bags that could be filled to help improve various fortifications. There are no hard mechanical benefits to these improvements, but they should definitely flavor the final siege as well as reduce the number of farmers killed.

Surveillance. This won't be suggested, but players may attempt to create some sort of surveillance network around or inside the farm. This is a brilliant idea and should be rewarded as such. Such a network should make the final fight in **Scene 5: Neo-Tribal Cannibal Hippies** significantly easier for the runners.

DEBUGGING

If the runners convince Hua to delay the investigation until the next day, skip to **Scene 5: Neo-Tribal Cannibal Hippies**. Return to **Scene 4: Did the Bodies Hit The Floor?** at the conclusion of that scene. If the runners choose to split the party to allow a technical specialist to stay behind and help the farm, allow that player to continue to participate in the investigation via commlink.

The runners may wish to investigate the Plastic Jungle. Singh is opposed to this because he wants to avoid conflict with the reclusive but potentially powerful commune. Hua will state that he's already spoken to them and they have very little to add to his investigation (in fact Hua was the subject of an Influence spell that sent him back to the Kaur's Farm with the belief that he had completed a thorough investigation). If the runners insist on pursuing the matter, they are welcome to attempt to penetrate the Plastic Jungle. Doing so will trigger an ambush similar to what is seen in the second half of **Scene 5.**

SCENE 4: DID THE BODIES HIT THE FLOOR?

SCAN THIS

The runners conduct their investigation and potentially differentiate between the two sources of attacks. It is possible that they will pin the attacks on the Plastic Jungle cultists and take the fight to them. If this happens refer to the Debugging section of **Scene 5: Neo-Tribal Cannibal Hippies**.

TELL IT TO THEM STRAIGHT

Hua finishes up some final tweaks on the mobile forensics unit before handing it over to you. Still nursing his side, he pats the backpack.

"The expert system isn't pretty, but it'll point you in the right direction. This isn't exactly, ah, ideal conditions for an investigation, so I'm not expecting miracles and neither is Mr. Singh. Get in there, take pictures of everything, throw some samples in the machine, and get out. I'll be in touch via my commlink in case you need anything else."

BEHIND THE SCENES

The runners can investigate either site first. They can even split the team and investigate both sites at the same time, although one group will be deprived of the Forensics kit. There is no scheduled combat at either of these sites, but play up the creepy atmosphere and try to ramp up the paranoia without sidetracking the players.

A summary of what is at each site is provided below. The "Findings" heading describes the very minimum that can be discovered, basically what the Forensics kit will ascertain. Below that are specifics that should be revealed by determined and intelligent searching. Do not be stingy with information and do not let the scene bog down. It is perfectly acceptable to tell players that they have "learned everything they can" and move the story forward.

At each site have the players roll a Perception + Logic (5, 1 Hour) Extended Test, applying standard teamwork rules. This will identify how long it takes the team to investigate each site. These are by no means the only clues available to the runners. If a player asks an intelligent question that strays outside what is provided, try to give them an answer that will give them a better understanding of what happened at each site.

Hua will suffer a long haul crash around noon. Singh calls the runners and explain that Hua is okay, but desperately needs to sleep off his injuries and drug abuse.

Investigation Site #1: Ganger camp

The first site is north of the farm, in an abandoned microbrewery. The building is on the outskirts of a totally abandoned urban area that borders are large wooded area. These killings seem to have occurred two to three weeks ago.

Findings: There is evidence of a Gabriel hound (p. 153, *Running Wild*; basic information below) attack; a very cunning, indeed intelligent attack. The runners can locate five bodies. No bodies are found in the camp, in fact there are only signs of a single killing occurring there. A hound stalked into the camp, searched through the rooms, found the remaining cowering ganger, and killed her after waiting outside the room until just before dawn.

There is evidence that something drew off the bulk of the gangers and then picked them off one by one in the urban and lightly wooded terrain. The kills are all clean and thorough. The strikes were to the throat, groin, axillaries (armpits), and abdomen. Furthermore, all the bodies have been moved, dragged to the highest bit of the terrain possible: the top of the building, tree, etc.

There is clear evidence that the critter that did the killing was a Gabriel hound, but the thoroughness and techniques contradict typical hound behavior. The Forensics kit will show that the data collected suggests a Gabriel hound, but it is unable to reconcile "procedural anomalies" based on the critter's behavior.

A Parazoology (3) Test will confirm this. The pattern of behavior, particularly the "stashing bodies for later in tall objects" is indicative of large cat behavior. Furthermore, there is evidence that the Gabriel hound involved in this was possessed by a spirit.

If the runners examine the site magically, three hits on an Assensing Test will reveal clear astral fingerprints on the kills. If the runners have examined Chaaya's aura they will see that it appears to match the astral fingerprints.

There is evidence that at least one of the gangers was wired and was able to empty an entire magazine of ammunition into the critter to no avail. A pile of flattened rounds lay in a path leading up to where the hound ripped his throat out. All of the gangers' gear is still in the area, and recovered commlinks will reveal trideo showing the gangers raiding isolated settlements and extorting the residents. Further, it will become clear that Kaur's Farm was on their list of potential targets.

Investigation Site #2: Abandoned squatter camp

The second site is south of the farm, a small shanty town that the runners probably passed on their way to Kaur's Farm.

Findings: There is a pattern of animal attacks virtually identical to what is going on at Kaur's Farm right now—with one significant difference. There is evidence of some sort of raid by metahumans at the height of the attacks. Shell casings, spears, and debris litter the ground along with scuff marks from hand-to-hand fighting. While there is nothing directly linking the neo-tribals of the Plastic Jungle to this attack, they are the ones who perpetrated it. The raid appears to have occurred about a week ago.

The dead are either male or old (over the age of fifty), but there is evidence that the community included numerous families with women and children. Runners can estimate that the community held between ten and twenty people. Many more people died here than there are bodies, and there is evidence that the bodies were removed after they died. Perception Tests will reveal the presence of various forms of animal bait deployed near the settlement. A Survival (3) Test (or other reasonable skill) will reveal that the distribution and selection of bait indicates that whoever set it was consciously attempting to alter the local ecology to bring higher order predators close to the settlement. There are all kinds of dead animals around the settlement. None of them seem to have shrugged off injury and they succeeded only by brute force, not cunning.

Some of the bodies show signs of being eaten. They also show evidence that whoever did the eating went out of their way to conceal this fact. Bullets wounds are larger than they should be, and clothing or rocks have been placed over them to conceal bite marks, etc. The truth becomes clear as the investigation continues. People took bites out of the bodies.

Fanning out beyond the camp the runners may come across mountain bike tire tracks. This is the low-tech solution that the cultists use to raid camps with such speed. They ride to within striking distance, carry out their attack, and then ride away, dragging their now drugged victims on stretchers and various other wheeled implements.

There is currently a background count of 2 due to all the horror and suffering at the site. The astral signature of the neo-tribal mage is gone, although 3+ hits on an Astral Perception test may reveal evidence of Animal Control being used on the dead animals.

Once their investigation is complete, it will be time to return to the farm to help defend it. Hopefully the runners have come to some sort of conclusion that they can run by Hua when he awakens the next morning. Depending how quickly they completed their investigation there's a chance that they will have some time to help ready the farm's defenses. They may also use their newfound knowledge to sweep the area around the farm for signs of baiting. Doing so will turn up numerous lures and evidence of tampering. The runners might also come to believe that the attacks are coming from the Plastic Jungle and decide to launch a pre-emptive attack. If this is the case, skip to the second half of **Scene 5: Neo-Tribal Cannibal Hippies**.

Game Information.....

GABRIEL HOUNDS

This is a fairly common paracritter throughout North American sprawls. They are noted for having a disturbingly metahuman-like face, but otherwise resemble a large dog. They are usually solitary nocturnal predators, who are masters at using urban terrain as cover while hunting. They typically take smaller prey such as raccoons and pigeons but human attacks are not unheard of, particularly around a full moon.

SR4A

B	A	R	S	C	I	L	W	Edg	Ess	M	Init	IP	CM
3	5	6	7	3	3	3	4	2	6	5	9	3	10

Dice Pools: Infiltration 9, Perception 7, Running 6, Shadowing 8, Spellcasting 7, Tracking 7, Unarmed Combat 10
Powers: Compulsion (Immobility), Concealment (Self), Enhanced Senses (Thermographic Vision), Movement, Innate Spell (Mask, Self Only, See Notes), Natural Weapon (Claws/Bite: DV 5P, AP –1)
Weaknesses: Allergy (Sunlight, Mild)
Note: Gabriel hounds use the Mask spell to give them a metahuman appearance. They immediately drop the spell if injured.

SR5

B	A	R	S	W	L	I	C	Edg	Ess	M
3	5	6	7	4	3	3	2	2	6	5

Initiative: 9+2D6
Movement: 10/30/+4
Condition Monitor: 10/10
Limits: Physical 8, Mental 4, Social 5
Armor: 0
Dice Pools: Perception 7, Running 8, Sneaking 10, Tracking 8, Unarmed Combat 12
Powers: Compulsion (Immobility), Concealment (Self), Enhanced Vision (Thermographic Vision), Movement, Innate Spell (Mask, self only), Natural Weapon (Claws: DV 8P, AP –1)

DEBUGGING

Above all else, keep the game moving. This section was written with the belief that gamemasters should have more information than necessary so they can strip away whatever is not relevant to their game. It should also be kept in mind that it is impossible to write down every possible clue that players could find. If a player says he is looking for a bit of evidence that fits with the description of what happened, be sure that they find it (perhaps after an appropriate skill roll).

There is a lot of information to pass to the players, and gamemasters should be making an effort to avoid simply reading the descriptions. Use both Hua and the Forensic kit to keep runners from straying too far off track. It is not necessary that they uncover the connection between Chaaya and the killings. As long as they can articulate to Hua what they have found, they can complete the run.

PUSHING THE ENVELOPE

If players begin dragging the investigation or beginning to feel safe in the Barrens, a wandering gang is just the thing to liven things up. A new gang is looking to establish itself. There should be one ganger for each runner, although this can be adjusted to suit each group's running time and preferences toward combat.

Game Information

LORDS OF CHAOS RECRUITS

SR4A

New Recruits (Professional Rating 1)

B	A	R	S	C	I	L	W	Ess	Init	IP	Arm	CM
3	4	3	3	2	3	2	2	5.8	6	1	2/2	10

Skills: Close Combat skill group 4, Etiquette 2 (Gangs +2), Intimidation 2, Pistols 4
Gear: Commlinks (Device Rating 2), 1 dose of jazz
Augmentations: Hand Razors [DV 3]
Weapons:
Browning Ultra-Power [Heavy Pistol, DV 5P, AP –1, SA, 10(c)]
Knife [Blade, Reach –, DV 3P, AP –]

SR5

New Recruits (Professional Rating 1)

B	A	R	S	W	L	I	C	Ess
3	4	3	3	2	2	4	2	5.8

Initiative: 6+1D6
Condition Monitor: 10
Limits: Physical 4, Mental 3, Social 4
Armor: 4
Skills: Close Combat skill group 5, Etiquette 3 (Gangs +2), Intimidation 4, Pistols 5
Augmentations: Hand razors [DV 4, AP –3]
Gear: Leather jacket, 1 dose of jazz, Sony Emperor commlink (Device Rating 2)
Weapons:
Browning Ultra-Power [Heavy Pistol, Acc 5(6), DV 8P, AP –1, Mode: SA, RC –,10 (c)]
Knife [Blade, Acc 5, Reach –, DV 4P, AP –1]

SCENE 5: NEO-TRIBAL CANNIBAL HIPPIES

SCAN THIS

The runners must help Kaur's Farm fend off a final night of animal attacks culminating in an all-out assault by a band of neo-tribals and their shaman. Arona will help defend only, not pursue. She will survive the fight, injured if it serves a dramatic purpose.

TELL IT TO THEM STRAIGHT

The valley falls into darkness long before the sun vanishes behind the dirty canopies of the Plastic Jungle. Mr. Singh emerges from the main building evidently refreshed and calm. The other farmers are less sure but seem comforted that they won't be alone tonight. The older farmers herd the children into the main building, and every able-bodied adult is up and about, straining into the darkness. Arona sets up a small bunker near her truck and takes up a position with the farmers.

BEHIND THE SCENES

There are a couple of ways the runners could approach this fight. The straightforward approach is to hole up on the roof of the main building, hit the floodlights, and snipe their way through the initial animal attacks. Singh is not a fan of this plan because it means that his greenhouses are being used as a buffer and will likely take severe damage. Still, it is the safest battle plan, and protecting his people is the highest priority. Instead the runners could spread out along the barricades around the perimeter and engage the enemies as they emerge from the tree line. This may help protect the farm but is much more dangerous for whoever mans the barricades.

The neo-tribal mage (**First Disciple Brother,** p. 23) in charge of the attack runs it as follows:

He takes a quick astral jaunt to round up a herd of animals to use in the attack. Once he has them, he utilizes a version of Influence specifically geared toward animals to get them moving in the general direction of his target. He then doses himself up with Psyche (p. 258, *SR4A,* p. 412, *SR5*). Psyche boosts Intuition and Logic by 1 it also decreases the dice pool modifier for each sustained spell by –1. He also uses a Force 3 sustaining focus to maintain his shapechange spell without penalty. Once they are in approximately the right area he uses Critter Form (Eagle Owl) to shift into a form that will allow him to discreetly monitor the battlefield. (Eagle Owl, *Running Wild*, p. 99). When everything is ready he pushes waves of animals with a combination of his Critter Influence spell and the help of his followers, who are adept at flushing packs of creatures towards a target. During the course of the battle he will occasionally use Control Animal and Control Pack (p. 172, *Street Magic*) to focus the attention of certain animals on specific targets. Tonight, those targets will likely be the runners.

The first attack comes three hours after sundown, at approximately 11 p.m. Most of the attacks come out of the eucalyptus forest to the west of the farm, but the mage will send some of his critters to sneak up from the north or the south. If the flood lights and/or a surveillance system are in play, then the inbound

creatures cannot surprise the players. Singh will definitely wade into the fray but the other farmers are generally not very effective in combat. Because the critters are focusing on Singh and the runners, you can generally relegate the other farmers to the background. Just state that they are engaging other critters along the perimeter and seem to be holding their own.

The first wave is composed of the following critters, their stats are provided below. Five dogs (p. 299, *SR4A;* p. 402, *SR5*), two hell hounds (p. 300, *SR4A;* p. 405, *SR5*), and one barghest (p. 299, *SR4A;* p. 403, *SR5*). None of these groups really coordinate with each other, but the barghest will use its Paralyzing Howl from the tree line. Be sure to apply appropriate visibility modifiers. Roll a Perception (5) Test, applying appropriate modifiers, for all the runners at the beginning of combat. If any of them succeed, they notice an owl hanging out with a clear line of sight of the entire farm. Runners capable of astral perception should be allowed to perform an equivalent Astral Perception Test but at a reduced threshold of 3. This reflects the active nature of the magic the mage is running, as well as the fact he is constantly casting spells throughout combat. If the runners locate the mage they will have a chance to neutralize him in the heat of combat. Unless they make their intentions obvious, there is no way for him to know he has been spotted. If they fail to neutralize him in a single Combat Turn, the mage will attempt to withdraw and fly away towards the Plastic Jungle.

Provided the mage is not located in the first wave, the second wave of critters arrives at around 2 a.m. Here is the neo-tribal battle plan: Three neo-tribal scouts will attempt to infiltrate up to the farm and lob smoke grenades into the perimeter to create a screen. They will follow this with Molotov cocktails and aim for the greenhouses. If the floodlights are active, then they will be unable to approach close enough to reach the greenhouses. Additionally their smoke grenades will fall short and hinder them more than the runners.

The mage will send in their big guns, an enraged piasma (*Running Wild,* p. 147) that will run straight towards Singh and attempt to kill him. After a couple of Combat Turns, six neo-tribal warriors will rush in from the north and assault the runners' positions.

If it looks like the fight is going downhill, the mage will fly over the fight and switch to Combat spells. His offensive spell of choice is Acid Stream, so locating him should not be difficult. Hitting such a fast-moving and distant object will inflict appropriate DP modifiers.

This is an all-or-nothing assault. Failure to destroy this settlement and make off with new "recruits" will not be looked upon highly by the wendigo who controls the cult. If three-quarters of their force is destroyed they will disperse, and none of them will attempt to return to the Plastic Jungle.

Heading into the Plastic Jungle will allow the runners to discover and liberate about thirty women and children who were being used as slave labor and food.

PUSHING THE ENVELOPE

This combat is already an extended affair. However, if the runners are chewing through the first wave, go ahead and tack the second wave on. This will reflect the increasing desperation of the mage in charge. If the runners are tearing through everything

you throw at them, they should face the wendigo that created this cult (**The Holiest Maternal Daughter,** p. 24). The wendigo is far from suicidal and will withdraw as quickly as possible, throwing as many of her people as she can at the runners in the process. If they manage to corner her she will attempt to use Influence to cause chaos and confusion amongst the runners.

DEBUGGING

This is a large and protracted combat; if you are running short on time, jump straight to the second wave of combat. You may wish to include a few critters from the first wave to increase the difficulty and give the runners a real sense that they may be overwhelmed.

If the runners discover the involvement of the neo-tribals early and decide to assault the Plastic Jungle, run the combat as above but within the confines of the Plastic Jungle. This will be a difficult fight given that the neo-tribals have done very little to keep the Plastic Jungle from living up to its name. The fight will occur amidst towering tropical trees and exotic plants, all in the perpetual dusk created by the dingy plastic domes.

Game Information

SR4A

Eagle Owl*

B	A	R	S	C	I	L	W	Edg	Ess	Init	IP
3	6	5	3	4	5	4	4	3	6	9	2

Movement: 20/60 (flight)
Skills: Flight 3, Perception 3, Tracking 2, Unarmed Combat 2
Powers: Natural Weapon (Bite/Claw: DV 2P, AP –), Enhanced Senses (Low-Light)
*Stats assume the mage gets at least 2 hits.

Dog

B	A	R	S	C	I	L	W	Edg	Ess	Init	IP
3	3	3	3	3	3	3	3	3	6	6	1

Movement: 10/45
Skills: Intimidation 2, Perception 2, Tracking 2, Unarmed Combat 3
Powers: Natural Weapon (Bite/Claw: DV 2P, AP –), Enhanced Senses (Smell)

Hell Hound

B	A	R	S	C	I	L	W	Edg	Ess	Init	IP
4	4	5	4	3	4	3	3	3	6	9	3

Movement: 15/50 (flight)
Skills: Exotic Ranged Weapon 4, Infiltration 4, Intimidation 3, Perception 3, Tracking 5, Unarmed Combat 3
Powers: Dual Natured, Elemental Attack (Fire), Enhanced Senses (Hearing, Low-Light Vision, Smell), Fear, Immunity to Fire, Natural Weapon (Bite: DV 4P, AP –)

Game Information

Barghest

B	A	R	S	C	I	L	W	Edg	Ess	Init	IP
7	5	6	5	3	3	1	3	4	6	9	2

Movement: 15/50
Skills: Intimidation 4, Perception 3, Tracking 3, Unarmed Combat 3
Powers: Dual Natured, Enhanced Senses (Sonar), Fear, Natural Weapon (Bite: DV 5P, AP –)

Piasma

B	A	R	S	C	I	L	W	Edg	Ess	Init	IP
12	5	5	12	1	4	1	4	2	6	9	3

Movement: 10/35
Skills: Infiltration 3, Intimidation 3, Perception 3, Shadowing 2, Tracking 4, Unarmed Combat 5
Powers: Armor (3/5), Enhanced Senses (Thermographic Vision, Wide-Band Hearing), Natural Weapon (Claws/Bite: DV 10P, AP -2)
Weakness: Allergy (Sunlight, Mild)

Neo-Tribal Scouts (Professional Rating 3)

B	A	R	S	C	I	L	W	Ess	Init	IP	Arm	CM
4	4	4	3	3	4	3	3	6	8	1	6/4	10

Skills: Close Combat skill group 3, Perception 3, Pistols 3, Tracking 3, Throwing Weapons 3
Weapons:
Colt America L36 [Light Pistol, DV 4P, AP –, SA, RC –, 11 (c)]
Molotov cocktail [Throwing Weapon, DV 5P*, AP -half]
Thermal smoke grenades [Grenade, 10m Blast radius]
*Starts fires

Neo-Tribal Warriors (Professional Rating 5)

B	A	R	S	C	I	L	W	Ess	Init	IP	Arm	CM
3	5	4	3	3	4	3	4	6	8	1	6/4	10

Skills: Blades 3, Dodge 3, Firearms skill group 4, Intimidation 3, Unarmed Combat 3
Weapons:
AK-97 [Assault Rifle, DV 6P, AP -1, SA/BF/FA, RC –, 38 (c)]
Spear [Blade, Reach 2, DV 4P, AP –]

SR5

Eagle Owl*

B	A	R	S	W	L	I	C	E	Ess
3	6	5	3	4	4	6	4	3	6

Initiative: 11+1D6
Condition Monitor: 10/11
Limits: Physical 5, Mental 6, Social 6

Game Information

Armor: 0
Skills: Flight 4, Perception 4, Tracking 3, Unarmed Combat 3
Powers: Natural Weapon [DV 3P, AP –], Enhanced Senses (Low-Light Vision)
*Stats assume the mage gets at least 2 hits for his Shapechange spell

Dog

B	A	R	S	W	L	I	C	E	Ess
4	3	4	4	3	3	4	1	4	6

Initiative: 8+1D6
Movement: 6/24/+4
Condition Monitor: 10/10
Limits: Physical 6, Mental 4, Social 5
Armor: 0
Skills: Intimidation 4, Perception (Smell) 5 (+2), Running 5, Tracking 6, Unarmed Combat 5
Powers: Enhanced Senses (Hearing, Smell), Natural Weapon (Bite: DV 5, AP –)

Hell Hound

B	A	R	S	W	L	I	C	E	Ess	M
6	4	5	6	4	7	4	3	3	6	5

Initiative: 10+3D6
Movement: 8/24/+4
Condition Monitor: 11/10
Limits: Physical 8, Mental 4, Social 6
Armor: 2
Skills: Exotic Ranged Weapon 4, Intimidation 3, Perception 3, Running 4, Sneaking 5, Tracking 5, Unarmed Combat 3
Powers: Armor 2, Dual natured, Elemental Attack (Fire), Enhanced Senses (Hearing, Low-Light Vision, Smell), Fear, Immunity to Fire, Natural Weapon (Bite: 7P, AP -1)

Barghest

B	A	R	S	W	L	I	C	E	Ess	M
8	5	6	6	4	7	5	5	4	6	5

Initiative: 11+2D6
Movement: 10/30/+4
Condition Monitor: 12/10
Limits: Physical 9, Mental 5, Social 7
Armor: 3
Skills: Intimidation 7, Perception 6, Running 5, Tracking 6, Unarmed Combat 8
Powers: Armor 3, Dual Natured, Enhanced Senses (Hearing, Smell, Sonar), Fear, Immunity (Barghest Howls), Natural Weapon (Bite: 8P, AP -1), Paralyzing Howl

Piasma

B	A	R	S	W	L	I	C	E	Ess
0	5	5	0	4	3	4	4	1	6

Initiative: 9+1D6
Movement: 10/35/+4
Condition Modifier: 14/10
Limits: Physical 14, Mental 4, Social 4
Armor: 5
Skills: Intimidation 4, Perception 5, Sneaking 10, Tracking 5, Unarmed Combat 7
Powers: Armor 5, Enhanced Senses (Thermographic Vision, Wide-Band Hearing), Natural Weapon (Claws/Bite DV 13P, AP -2)

Neo-Tribal Scouts (Professional Rating 3)

B	A	R	S	W	L	I	C	Ess
4	4	4	3	3	1	4	3	6

Initiative: 8+1D6
Movement: 8/16/+2
Condition Monitor: 10
Limits: Physical 6, Mental 5, Social 6
Armor: 9
Skills: Close Combat skill group 7, Perception 7, Pistols 7, Tracking 7, Throwing Weapons 7
Gear: Armored vest
Weapons:
Colt America L36 [Light Pistol, Acc 7, DV 7P, AP –, SA, RC –, 11 (c)]
Molotov Cocktail [Throwing Weapon, Acc 2, DV 7P, AP –; see Fire rules (p. 171, *SR5*)]
Thermal smoke grenades [Grenade, 10m Blast radius]

Neo-Tribal Warriors (Professional Rating 5)

B	A	R	S	W	L	I	C	Ess
3	5	4	3	4	1	4	3	6

Initiative: 8+1D6
Movement: 10/20/+2
Condition Monitor: 10
Limits: Physical 5, Mental 5, Social 6
Armor: 9
Skills: Blades 5, Firearms skill group 6, Gymnastics 4, Intimidation 4, Unarmed Combat 5
Gear: Armored vest
AK-97 [Assault Rifle, Acc 5, DV 10P, AP –, SA/BF/FA, RC –, 38 (c)]
Spear [Blade, Acc 3, DV 5P, AP –]

SCENE 6: A REPORT OF FINDINGS

SCAN THIS

After surviving a wendigo cult onslaught, it is up to the runners to finally earn their pay. They need to convince the Johnson that they did the job he asked them to.

TELL IT TO THEM STRAIGHT

Hua rises from his long haul coma shortly after noon the following day. He rubs his bloodshot eyes and wheezes heavily before looking up at you.

"Drek... I wasn't expecting to crash like that. I guess you better fill me in."

BEHIND THE SCENES

The runners must now shift gears, put their heads together and come up with a good (and possibly true) story for their Johnson. Ideally runners have discovered Chaaya's true nature and will relate that to Hua. At a minimum they have identified that there are two sets of killings. One set was perpetrated by the neo-tribals, the other by an outside force that might be an ally to Kaur's Farm. In this optimal conclusion, Hua will provide several items as a bonus (see **Picking up the Pieces**, below)

The runners can still get paid provided they convince Hua that they did their job and figured out what was causing the attacks. While this can be resolved via an Opposed Con Test, any corroborating evidence they produce should provide a bonus. If they have a hacker they may wish to fabricate digital "evidence" or alter the forensic expert system to support their case.

A final option, if the runners have not been able to identify that there are two sets of killings, is for the runners to admit that they really have no idea what happened out there. This will give them a hit to their street cred but, provided they protected the farm, Hua will give them half of their pay. He will comment that it is unreasonable to expect so much of hired muscle.

Regardless, Hua needs to see a doctor soon. Arona will be able to get him to Crusher 495 where he will activate his DocWagon biomonitor and call for a pickup. At this point the mission is completed.

DEBUGGING

It is possible that players will become frustrated that they were unable to "solve" this mission. If this happens remind them that Hua has been out for almost fourteen hours. He is badly injured and needs to be transported to a hospital as soon as possible. Keeping him happy and alive was two of the three main objectives and if you can accomplish that by lying to him, then you have technically completed the mission as requested.

PICKING UP THE PIECES

MONEY

The payout for this adventure is 4,000 nuyen per runner, plus an additional 100 nuyen per net hit on a negotiation, capped at 5 net hits.

The runners can also potentially get two M79B1 LAW Rockets (*Arsenal,* p. 32), and a Rating 3 Forensics kit for meeting the optimal conclusion (see **Scene 6: A Report of Findings**).

If runners are able to kill the wendigo, they can claim a 15,000¥ bounty on the critter. Claiming the bounty requires a valid SIN, or risking a fake SIN against a Rating 6 verification scanner (**Using a Forged ID**, p. 267, *SR4A,* or **Checking a Fake SIN**, p. 368, *SR5*). Otherwise, runners can attempt to fence the bounty through a non-Knight Errant contact, getting only 4,500 nuyen. Finally, if they go through Hua or a Knight Errant contact, they can get 7,500 nuyen for cashing in their bounty. Runners may negotiate either fencing test, increasing the amount they get from Hua or their contact by 250 nuyen per net hit, with a limit of 4 hits. This is a single payment that the runners will need to split.

KARMA

- 1 – For keeping Hua alive
- 1 – For identifying that there were two separate forces attacking the area surrounding Kaur's Farm
- 1 – For completing the mission to Hua's satisfaction. This includes admitting defeat and taking a reduced final payment OR
- 2 – For identifying Chaaya's true nature

For those using *SR4A* rules, an additional 1–3 points of Karma may be awarded for good role-playing, a good sense of humor, a solid grasp of the rules, keeping the adventure and action moving, or a particularly insightful action (for *SR5* players, the rewards for this type of good roleplaying is refreshed Edge during play instead of Karma). Players should earn these, and the full 3 points should only be awarded to the very best players. The maximum adventure award for characters that play this adventure is 6.

REPUTATION

During the adventure, runners may perform actions that will add to their Street Cred, Notoriety, or Public Awareness (p. 265, *SR4A*; p. 372, *SR5*). Besides the scenario specific gains listed below, gamemasters should consider the character's actions throughout the game and award additional points as appropriate.

- –1 Street Cred for getting caught lying to Hua OR admitting defeat and failing to please Hua.
- +1 Street Cred for completing all three objectives to Hua's satisfaction
- +1 Notoriety for discovering Chaaya's true nature AND killing her/selling her out.

CONTACTS

There are no Missions-specific contacts for this adventure. However, characters might interact with NPCs not specified by the Mission, and may earn these NPCs as a contact at Loyalty 1. They may also work with non-Mission specific contacts that they have already earned or that they bought at character creation, and gain a +1 Loyalty to these contacts, with a maximum Loyalty of 4. Gamemasters should not grant these lightly, and players should have to work to earn these contacts by going the extra mile to impress the NPC, offering up favors, or paying them well above the standard rates for information or services.

Some possible contacts include Arona, Singh and the farmers, and Hua. The bartender at Crusher 495 would also be a candidate.

LEGWORK

When a PC gets in touch with a contact, make a Connection + Connection test for the contact. The results of this test determine how many ranks of information the contact knows about the question. (Apply dice pool modifiers to this test based upon relevance of the contact to the subject matter.) A PC then makes a test of Charisma + Etiquette + Loyalty rating. The contact will reveal that many levels of information about that topic for free (up to the number of hits scored by the contact for that topic). If the contact knows more, additional information will require a payment to the contact of 200 nuyen.

If the PCs have worked all of their contacts and are still missing important information, they may request that a contact ask around. If they do so, have the Contact make an extended (Connection + Connection (20 minutes)) test. Additional information will be available at a cost of 800 nuyen.

A Data Search may also be utilized to gather information from the following charts. They may make an Extended Logic + Data Search Test, limited to a number of rolls equal to their dice pool (p. 58, *SR4*). Hits on this extended test may be substituted for hits from a contact, per the standard Data Search chart (p. 220, *SR4;* use the Matrix Search table on p. 241, *SR5*).

NOTE: The bulk of this mission takes place in the Barrens where standard Matrix access is spotty at best. Unless the runners have satellite access, they should face hefty modifiers for Matrix-based searches.

DONALD "DONNIE" HUA

Contacts	Data Search	Information
0	0	I know that guy, he owns a soykaf shop on 14th street.
1	3	Longtime Lone Star beat cop, on the straight and narrow for the most part. He used to patrol the Everett district.
2	6	Donnie? Yeah, they called him "The World's Oldest Patrol Officer." Never got promoted above sergeant. That never seemed to bug him much either. He retired about three years ago, dropped right off the face of the planet.
3	10	Officer Hua started in Lone Star Forensics. His record shows he is magically active and it is highly unusual that he did not sail up the ranks. The rumor mill claims he could not hack the stress of working forensics and cracked up.
4+	18+	Officer Hua has a serious addiction to long haul as well as a history of alcoholism and drug abuse. Internal reports link this to Post Traumatic Stress Disorder suffered in the line of duty. Despite this, he received favorable performance reviews and sought required counseling. He retired with full pay and benefits, and a minor commendation for his length of service. Hua was unusually well liked by the communities he worked in and received several awards from city officials. If not for his vices, he would have easily retired a detective.

THE PLASTIC JUNGLE

Contacts	Data Search	Information
0	0	I love that store! They have the best emotitoys!
1	3	Some sort of old greenhouse in the Barrens. Last I heard it was overrun by tree fraggers.
2	6	That name pops up in the news from time to time. Some crackpot group or other tries to "turn it around" and bring fresh food to the Barrens. Usually gangers kill or enslave them by the end of the first month.
3	10	It seems that there was a minor exodus of families, mostly metahuman, from the Plastic Jungle a few years ago. It's hard to say how many stayed behind but something happened to make them move on. What is known is that the commune began calling itself "The Children of the Naked Dawn" shortly afterwards.
4+	18+	The Plastic Jungle definitely saw a change in management the last couple of years. It sounds like some sort of "back to nature" neo-tribal commune took over by force. They fortified the whole place and cut deals with the local gangers for protection. Likely they're growing drugs or finding alternative means of payment. People who left the commune also report that a charismatic young preacher was instrumental in driving them away with his message of fire and brimstone.

KAUR'S FARM

Contacts	Data Search	Information
0	0	Core farms? That's definitely a NeoNET subsidiary... or was it an Ares hydroponic setup?
1	3	One of many subsistence farming communities along the Snoqualmie River.
2	6	Unlike many farming communities, Kaur's Farm has been in constant operation for years. The guy who runs it is a huge Sikh troll named Singh.
3+	10+	Singh has made protection deals with the Red Hot Nukes, although his

farm is pretty far off the beaten path. Likely they're acting as an intermediary to sell his goods throughout the Barrens.

THE CHILDREN OF THE NAKED DAWN

Contacts	Data Search	Information
0	0	Why the hell do you want to know about naked children?!
1	3	A simple Matrix search turns up a listing in a decade old screamsheet. The entry is a list of "Up and Coming Alternative Living Modules." What that means is lost in obscurity.
2	6	The Children showed up again about five years ago. Lone Star raided their compound in Everett under the pretense of a drug raid. The commune was eventually acquitted of all charges but vowed to "Vanish from the public eye and recalibrate our mission message of global peace and passionate siblinghood."
3+	10+	Evidently the Children held good to their promise and left Seattle proper, a smattering of reports indicate that they lived briefly in Salish-Shidhe before moving to the Barrens about three years ago. They definitely moved into the Plastic Castle, and a number of their moderately successful members liquidated their assets prior to the move. The specifics of their beliefs are hard to pin down, as it has changed frequently through ten years of existence. The core theme is that the world is a corrupt place and the only solace is to be found in the comfort of "family." Their membership roster has changed so many times in the last few years that whatever they believe now is likely radically different than anything you could locate without actually marching into their camp and asking them.

CAST OF SHADOWS

DONALD "DONNIE" HUA

Male Elf

Hua is a fifty-year-old elf and a recently retired twenty-six-year veteran of Lone Star Seattle. Hua started his career with Lone Star as a magical forensics expert. Hua's initial excitement over living the CSI life was replaced by the unpleasant truth that astral investigation is an incredibly depressing experience, one that places an investigator's soul in direct contact with the very worst metahumanity has to offer. The strain of forcing himself to assense a victim's fear, a killer's joy, or an abuser's rage led to a minor mental breakdown. Unwilling to quit, he was granted a transfer, effectively a demotion, to patrol officer. This was a job he threw himself into with fervor. His experience with magic has been forever tainted, and he avoids using his abilities unless absolutely necessary.

Hua wasn't actually on the investigation that hunted down the mage who spawned the spirit currently sharing headspace with Chaaya. But the original string of attacks and the violent death of the perpetrator were big news. He used his contacts in forensics to get all the gory details. His real interest at the farm is Chaaya, a feral child he discovered while on a call. Chaaya is the nearest thing he has to a family and he is very protective of her.

B	A	R	S	C	I	L	W	Ess	M	Init	IP	Arm	CM
3	3	3	2	4	3	5	4	5	4	6	1	4/0	10

Skills (Dice Pools): Pistols 6, Counterspelling 8, Banishing 7, Sorcery skill group 7, Assensing 6
Qualities: Magician, Addiction Moderate (Long Haul)
Gear: Armor clothing, long haul x 3, medkit (Rating 2),
Spells: Stunbolt, Detox, Analyze Truth, Catalog, Heal
Weapons:
Ruger Thundebolt [Heavy Pistol, 5P, AP -1, RC 2, 12(c), Regular ammo]

SR5

B	A	R	S	W	L	I	C	E	Ess	M
3	3	3	2	4	5	3	4	1	5	4

Initiative: 6+1D6
Astral Initiative: 6+2D6
Movement: 6/12/+2
Condition Monitor: 10/10
Limits: Physical 4, Mental 6, Social 6
Armor: 6
Skills (Dice Pools): Pistols 7, Counterspelling 8, Sorcery skill group 8, Assensing 8
Qualities: Addiction (Moderate, long haul)
Spells: Stunbolt, Detox, Analyze Truth, Catalog, Heal
Gear: Armor clothing, long haul, medkit (Rating 2)
Weapons:
Colt Government 2066 [Heavy Pistol, Acc 6, DV 7P, AP –1, RC —, 14(c)]

ARONA

Female Troll, Crimson Crush Convoy Leader

Arona is a massive but attractive troll of indeterminate non-Caucasian ethnicity. Aside from wielding an LMG with the ease of an assault rifle, she also sports a pair of distinctive horns. Lovingly carved by a fifth generation Vietnamese bone carver, her horns have been intricately reshaped into what looks like a crackling fire. Needless to say, it wasn't cheap, and complementing the work wins big points with her.

While she displays an almost flippant propensity toward gallows humor, she takes a significant amount of pride in protecting people "who are just trying to get to the shithole they call home." In contrast, she barely tolerates runners, judging most

as thrill-seeking attention whores. She will not pick a fight with the runners but will definitely take time out of her day to hassle them for their clothes, their demeanor, their fancy gear, their face, their choice in weaponry, or their love of heavy black clothing in the middle of summer.

B	A	R	S	C	I	L	W	Ess	Init	IP	Arm	CM
6(7)	4	3(5)	6	4	3	3	3	3	7	2	8/6	11

Skills (Dice Pools): Close Combat skill group 7, Etiquette 7, Intimidation 8, Heavy Weapons 7 (Machine Guns 9), Gunnery 7, Pilot Ground Craft 6
Gear: Armored jacket, plastic bone lacing, wired reflexes 2
Weapons:
Combat Knife [Blade, Reach —, DV 4P, AP —]
Ingram White Knight [Light Machine Gun, DV 6P, AP –1, BF/FA, RC 5(6), 50 (c)]

SR5

B	A	R	S	W	L	I	C	E	Ess
6(7)	4	3(5)	6	3	3	3	4	2	3.5

Initiative: 8+3D6
Movement: 8/16/+1
Condition Monitor: 12/10
Limits: Physical 8, Mental 4, Social 5
Armor: 14
Augmentations: Plastic bone lacing, wired reflexes 2
Skills (Dice Pools): Close Combat skill group 8, Etiquette 8, Intimidation 9, Heavy Weapons 8 (Machine Guns 10), Gunnery 8, Pilot Ground Craft 6
Gear: Armored jacket
Weapons:
Ingram Valiant [Light Machine Gun, Acc 5(6), DV 9P, AP –2, BF/FA, RC 2(3), 50 (c) or 100 (belt)]
Knife [Blade, Reach —, Acc 5, DV 7P, AP –1]

BHAGAT SINGH

Male Troll

Singh is a massive, dark-skinned troll, whose polished horns curl unadorned above his smartly turbaned head. His smile is ever-present, only partially hidden by his clean but otherwise completely uncontained beard that runs down his chest. He radiates a warmth and approachableness that clashes with his otherwise fearsome appearance.

He is the well-loved owner of the Kaur's Farm commune. When Singh's wife died a decade ago, he renamed the farm in her honor. Singh is a warm and compassionate man who runs the farm with a firm but utterly fair hand. He commands a fierce loyalty from his people, a loyalty earned by never shying away from hard work or a hard fight. While Singh has worked to come to an understanding with the local gangers, his skill in combat has become the stuff of local legends.

Singh's past is a mystery to virtually everyone. While everyone who knows him has their own theories, the truth is that Singh was once a government-subsidized mercenary for the Sikh nation of Khalistan. While he's competent with firearms, his weapon of choice is a large curved sword, a kirpan, of simple design forged of

Damascus steel. Within the Sikh religious tradition, kirpan are a defensive tool that demands to be used in the protection of innocent life. It is a symbol of the ability of the truth to eviscerate lies. Singh keeps with tradition and carries this weapon with him at all times as a sign of his faith and for the practical reason for reminding roaming gangers that taking on a troll with a three-foot-long sword might not be a great idea. Singh's style of swordsmanship favors tight, looping strikes, and a blade tip that is always on the move. A poorly trained combatant will feel as though they are marching into the maw of a Sikh-shaped threshing machine.

B	A	R	S	C	I	L	W	Ess	M	Init	IP	Arm	CM
8	4	3(5)	6	4	3	3	4	6	5	6(8)	3	8/6	12

Skills (Dice Pools): Blades 9 (11), Etiquette 7, Dodge 7, Perception 6, Automatics 6, Pistols 7
Qualities: Adept
Adept Powers: Attribute Boost Reaction 1, Attribute Boost Strength 3, Combat Sense, Improved Reflexes 2, Improved Ability Blades 2
Gear: Armor jacket
Weapons:
Curved Sword (weapon focus, kirpan, Force 2) [Blade, Reach 1, DV 6P, AP —]

SR5

B	A	R	S	W	L	I	C	E	Ess	M
8	4	3(5)	6	4	3	3	4	2	6	5

Initiative: 8+3D6
Movement: 8/16/+1
Condition Monitor: 12/10
Physical 9, Mental 5, Social 6
Armor: 13
Skills (Dice Pools): Blades 9 (11), Etiquette 7, Gymnastics 7, Perception 6, Automatics 6, Pistols 7
Powers: Attribute Boost (Reaction) 1, Attribute Boost (Strength) 3, Combat Sense, Improved Reflexes 2, Improved Ability (Blades) 2
Gear: Armor jacket
Weapons:
Curved sword (weapon focus, Force 2) [Blade, Acc 6, Reach 1, DV 11P, AP –2]

CHAAYA SINGH

Female Caucasian Human

Chaaya's physical appearance is utterly unremarkable except for two features. First, she looks particularly frail and ungainly, evidence of the extreme neglect she suffered as a child. The fact that she was malnourished will be readily apparent to anyone with the Medicine skill. Secondly, she has piercing green eyes that most people find incredibly unsettling. Her eyes alternate between animal intensity and vacant lolling, appearing as though she is trapped in a world of her own.

Chaaya is one of Singh's adopted daughters. She was brought here fifteen years ago by Hua, who discovered her in a locked room while responding to a report of "foul smells" emanating from a dilapidated apartment building. Surrounded by unimaginable filth, she had been neglected by her parents (who Hua could not locate) for years. Hua was tortured by her condition but knew that as a SINless child there was little hope for her to find a normal life in the overcrowded and corrupt child welfare system. Acting quickly, he got in touch with Singh and made arrangements for her to be transported to his farm in the Barrens.

She is stand-offish and nearly mute (capable of making sounds but not forming words). She has obvious difficulty comprehending language but can generally grasp concrete instructions such as, "Go to the river and bring me three buckets of water." Despites this, she is by no means stupid and shows an uncanny knack at physical problem solving, hunting, and so forth.

Assensing Chaaya is an unnerving experience, as her neurological and emotional scars mar her signature. A player who gets 3 hits on an Assensing Test will pick up a faint anomalous astral signature in her aura. At 4 hits this signature will resolve itself as the mark of a nature spirit. At 5 hits the runner will see that the spirit is actually as much a part of her as she is of it. Neither can survive without the other, and the line between their auras is present but barely discernable.

She is a unique hybrid between a damaged spirit and a damaged child. The spirit entwined with her essence has done its best to facilitate her integration into human society. However, it is a spirit—and a wild one at that—and possesses a perspective alien to the human experience. The best it can do is supplement her mental facilities, giving her an ability with language that she simply could not acquire on her own.

B	A	R	S	C	I	L	W	Ess	M	Init	IP	Arm	CM
2	4	4	3	2	4	2	5	6	5	8	1	4/0	9

Skills (Dice Pools): Blades 6, Unarmed Combat 7, Infiltration 8, Perception 8, Survival 10, Tracking 8
Qualities: Spirit Hybrid (See Description Above), Uneducated, Spirit Pact (Dream)
Gear: Armor clothing
Weapons:
Survival Knife [Blade, Reach —, DV 3P, AP –1]

SR5

B	A	R	S	W	L	I	C	E	Ess	M
2	4	4	3	5	2	4	2	1	6	5

Initiative: 8+1D6
Movement: 8/16/+2
Condition Monitor: 9/11
Limits: Physical 4, Mental 5, Social 6
Armor: 6
Skills (Dice Pools): Blades 7, Unarmed Combat 9, Perception 9, Sneaking 9, Survival 12, Tracking 9
Qualities: Spirit Hybrid, Uneducated, Spirit Pact (Dream)
Gear: Armor clothing
Weapons:
Knife [Blade, Reach —, Acc 5, DV 4P, AP –1]

DARRICK TOLL, FIRST DISCIPLE BROTHER

Male Human

Once the leader of the commune/cult, the First Disciple was eclipsed in power by her Holiest Maternal Daughter. Her Holiest is reclusive for obvious reasons, and while he hates her for stealing

the spotlight he is more than happy to learn twisted magic from her. Once a great orator and an impassioned conspiracy theorist, years of living as a wendigo's thrall have taken a toll on Darrick. There is little left of his personality besides an all-consuming thirst for more power—and metahuman flesh.

B	A	R	S	C	I	L	W	Ess	M	Init	IP	Arm	CM
3	3	4	3	4	5	4	5	6	4	8	1	4/0	9

Skills (Dice Pools): Astral Combat 8, Banishing 7, Counterspelling 7, Infiltration 7, Perception 9, Pistols 5, Spellcasting 8, Survival 8, Tracking 8, Unarmed Combat 4
Qualities: Magician (Drain: Willpower + Intuition), Mentor Spirit Owl (+2 Manipulation spells, +1 Illusion spells, -2 Combat Spells)
Gear: Force 3 sustaining focus (Hemp Bracelet w/ polished plascrete stones), 3 doses psyche
Spells: Acid Stream, Animal Influence (Implant simple suggestions such as "You are very hungry, go to X and kill everything"), Chaos, Control Pack, Critter Control, Critter Form (Eagle Owl), Physical Barrier, Shadow, Silence
Weapons:
Streetline Special [Hold-out, DV 4P, AP —, SS, RC —, 6 (c)]

SR5

B	A	R	S	W	L	I	C	E	Ess	M
3	3	4	3	5	4	5	4	3	6	4

Initiative: 8+1D6
Astral Initiative: 10+2D6
Condition Monitor: 10/11
Limits: Physical 5, Mental 6, Social 7
Armor: 6
Qualities: Magician, Mentor Spirit (Owl)
Skills (Dice Pools): Astral Combat 9, Banishing 8, Counterspelling 8, Perception 9, Pistols 5, Sneaking 7, Spellcasting 9, Survival 9, Tracking 8, Unarmed Combat 4
Gear: Armor clothing, 3 doses of psyche, sustaining focus (Force 3)
Weapons:
Streetline Special [Hold-out, Acc 4, DV 7P, AP —, SA, RC —, 6(c)]

THE HOLIEST MATERNAL DAUGHTER

Female Wendigo

Once a young acolyte of the Children, The Holiest was drawn to a wendigo shortly after joining the cult. The wendigo brought her into an existing cabal, using her for months before finally judging her soul sufficiently twisted to carry on its "tradition." Now a fully transformed wendigo, she plunged back into the Children's community with aspirations of her own.

Using her newfound powers she quickly subverted the cultists and turned them to her will. Oddly, she drove out the children and families as an act of mercy, rather than practicality. Soon after coming to power, she rebuilt the cult to suit her needs and keep her fed. Feeding on the flesh of the living is the highest sacrament in their new religion and she is their pope. Dining on metahuman flesh is a frequent ritual, although eating flesh outside of these rituals is strictly forbidden.

Her Holiest enjoys being "the voice in the darkness." Few know her true nature and most believe she truly is a god. She enjoys concealing herself from her followers and using her Influence power to toy with their emotions. She has worked hard to build her little empire and will be sad to abandon it. However, she hardly feels that these people are worth protecting. It could be argued that the brazenness of her strategy in the area is the result of her boredom more than anything else.

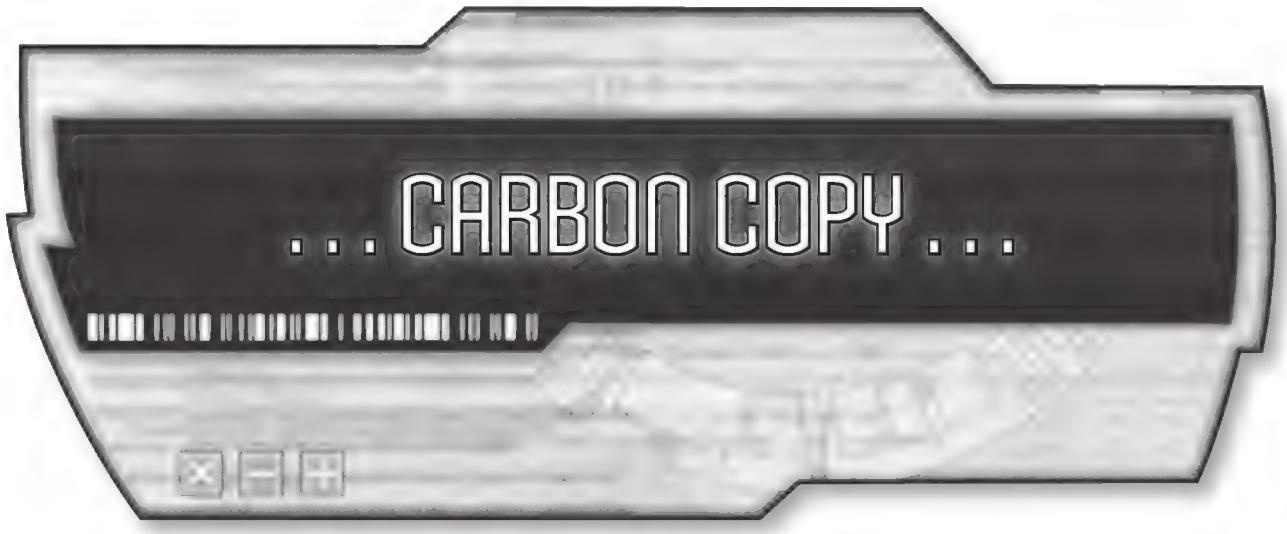
B	A	R	S	C	I	L	W	E	Ess	M	Init	IP	Arm	CM
6	2	3	5	5	3	3	5	3	2D6-1	5	6	2	8/6	11

Skills (Dice Pools): Assensing 5 Astral Combat 8, Conjuring skill group 8, Infiltration 5, Intimidation 9, Perception 6, Sorcery skill group 10, Unarmed Combat 6
Powers: Enhanced Senses (Healing, Low-Light Vision, Smell, Visual Acuity), Essence Drain, Fear, Immunity (Age, Pathogens, Poison), Infection*, Influence, Natural Weapon (Bite/Claw: DV 5P, AP 0), Regeneration
Weakness: Allergy (Ferrous Metals, Moderate), Allergy (Sunlight, Moderate), Dietary Requirement (Metahuman Flesh), Essence Loss
Spells: Silence, Improved Invisibility, Control Emotion, Magic Fingers, Shadow, Stunball, Mind Probe
***NOTE:** Runners cannot become infected via this character.

SR5

B	A	R	S	W	L	I	C	Edg	Ess	M
6	2	3	5	5	3	3	5	3	2D6-1	5

Initiative: 6+1D6
Astral Initiative: 6+2D6
Condition Monitor: 11/11
Limits: Physical 7, Mental 5, Social 7
Armor: 12
Skills (Dice Pools): Assensing 6, Astral Combat 9, Conjuring skill group 9, Intimidation 9, Perception 7, Sorcery skill Group 10, Sneaking 5, Unarmed Combat 7
Powers: Enhanced senses (Low-Light Vision, Visual Acuity), Essence Drain, Fear, Immunity (Age, Pathogens, Poison), Infection, Natural Weapon (Bite/Claw: DV 6P, AP —)
Weakness: Allergy: Moderate (Ferrous Metals), Allergy: Moderate (Sunlight), Dietary Requirement (Metahuman Flesh), Essence Loss
Spells: Silence, Improved Invisibility, Control Emotion, Magic Fingers, Shadow, Stunball, Mind Probe



DARKNESS IN THE EMERALD CITY

The ork groaned as he sat up in bed, pushing the heavy covers off of himself. Sun streamed through the windows, and he fumbled on the nearby nightstand nearby for his glasses. He squinted at the bedside clock. 8:55. He mumbled to himself and staggered out of bed. In his many years he'd never been a morning person, and he didn't feel like he was ever going to adjust to it now. While making his way to the bathroom, his commlink chirped, and the icon showed a laughing coyote. With a grimace, he answered the call.

"Johnny," the ork said flatly. "Lemme guess. You ain't been to bed yet."

"You know it!" the voice on the other end said trying to sound cheerful. "Was heading there soon, but wanted to touch base and see how things were going for you out there."

"Things are fine. And hell, being a fixer is cake. I sit back, make a few phone calls, meet with a few uppity young runners too big for their britches, and let the money roll in. It sure beats the drek outta getting shot."

"Or being hounded by a dragon," Johnny replied. He was working hard to keep his voice calm. "Or being hunted by bug spirits. Or—"

"Ok, ok, enough. Yes. It's much better. I already said that." Irritation flooded his voice. "It's early and I just woke up, chummer. What did you need?"

"I had a vision. Lots of blood and Mayan symbols."

"You been smoking the peace ... Hold up. I got another call, I should take it. Be right back." The ork put Johnny on hold, and answered the other line. "Hoi Tosh, what's up?" He listened to the voice on the other end for several minutes, then hung up angrily. His blood pressure was rising, he stumbled back to sit on the edge of the bed.

"Bull?" Johnny's voice came through the comm. "You there? I think we got cut off."

"I'm here Johnny," Bull replied, his voice with an angry edge. "That was a friend's commlink. It ... he ..."

Bull's voice cracked, and sweat trickled down his face.

"He's back." There was a short pause. "Again!"

MISSION SYNOPSIS

Third time's the charm. The Mayan Cutter is back. Three years after his last appearance and execution by MacCallister's wife. This time the killings are people involved in the copycat investigation.

The killer is actually a downloaded AI of Shawn Walker who has infected a "host" thru his nanoware. Having taken over the body of Gus "Highspeed" Torrence, an ork mechanic with a penchant for nanowear. The cutter began going after the people responsible for his death. The first went unnoticed; the second was a reporter killed and left at the old Prop 23 campaign office. Things will heat up quickly and will be a constant race against time and Knight Errant. After meeting the fixer and Tosh Athack, the KE contact, Tosh will fall victim to the cutter himself. This will ramp up the speed at which KE will be doing their investigation. The players will need to figure out who is doing the killings and why. It will make no sense to them as the clues begin to appear.

SCENE 1: A FIXER'S CALL

SCAN THIS

In the last two weeks, a string of murders has the rumor mill working overtime that the infamous Mayan Cutter is back again. With one phone call, the runners are drawn into a search for this killer.

TELL IT TO THEM STRAIGHT

If the runners have been in Seattle recently but don't have MacCallister as a contact read the following:

Your fixer calls you. "Looks like you had a rough night," he says with a grin. "Listen, I have a friend who needs some help. Meet a Mr. William MacCallister at the Big Rhino at nine o'clock. Ask for him at the door. And play nice, this guy's got a lot of connections and, well, this job's personal. He'll pay well if you play straight with him."

If the runners have been in Seattle recently and have MacCallister as a contact read the following:

It's barely nine when your commlink buzzes. Being a shadowrunner, nine means you've been in bed for a couple hours at most. You almost let them leave a message but decide to answer in case its work. On the other end you see the familiar red ork smiley-face that's the icon of a fixer you've worked with in the past—MacCallister.

"Hoi chummer, I know it's early, but I need to meet with you immediately. Meet me at the Big Rhino downtown in an hour."

Normally MacCallister is a very open, friendly ork who likes to chat. Today, however, he's all business, and there's an edge to his voice sharper than a mono-katana.

BEHIND THE SCENES

MacCallister sends along a small data file that contains the address to the Big Rhino, on the corner of Seneca Street and First Avenue. The restaurant is famous for serving "authentic ork cuisine" in "ork-serving sizes." The Rhino is also notable for being one of the most prominent tourist entrances to the Ork Underground.

DEBUGGING

If the runners have never encountered MacCallister before, assume they've at least have heard of him. He has a reputation for treating his runners fairly, and he's usually fairly open and friendly with work acquaintances

If they balk at MacCallister's deadline to meet him in an hour, he'll brush their concerns aside and offer them 100 nuyen just to show up and listen to what he has to say.

SCENE 2: BEST FORGOTTEN

SCAN THIS

The runners have been asked to meet William MacCallister at The Big Rhino. He's angry, distraught, and by the time the runners get there, on his way to being completely drunk.

TELL IT TO THEM STRAIGHT

When you walk into the Big Rhino, the place looks like it's been hit by a thriller gang. Scraps of food and trash are strewn about the place. The staff is picking up overturned chairs and benches, while others sweep up broken glasses and plates. There are only a few customers still here and as you approach the hostess, who is an attractive young female ork. She apologizes for the mess and explains that they've just finished up the breakfast rush and are still cleaning up.

William MacCallister is seated at a table along the back wall. He has three empty glasses that smell like they once contained alcohol in front of him and is working on a fourth when the runners arrive. He looks pissed off. He waves you over. As soon as you sit down, he immediately dives into business.

BEHIND THE SCENES

The Big Rhino is a Seattle landmark that specializes in authentic ork cuisine and is also home to one of several public entrances to the Ork Underground. Everything here, including the furniture, is built for an ork or a troll, so other races tend to feel a bit undersized. The food is incredibly spicy, and they feature an impressive beer list, with the house specialty being the Big Rhino Hard Cider that comes in a huge mug and kicks like a mule.

MacCallister has no time for pleasantries and immediately explains to the runners why he had to meet with them right away. At 7:30 this morning, the body of an elf named Eliza Murphy was discovered at the old Prop 23 campaign office. She was a reporter who had done a lot of digging into the identity of the last Mayan Cutter. She had written unflattering articles about him.

The killing appears to have been the work of the Mayan Cutter, a serial killer that terrorized Seattle for over two years before being killed by Knight Errant shortly after they took over the contract for Seattle. He resurfaced again three years ago to kill again, as a copycat since the original Cutter was dead. Two weeks ago, a new killing spree began and rumors have begun circulating that it's an angry spirit now with a vendetta or Humanis with a bone to pick about Prop 23 passing.

MacCallister wants the new culprit found, he wants to know why they restarted killing, and he wants the culprit dealt with. He's willing to pay the runners 8,000 nuyen apiece. The runners can negotiate with him, with each net hit increasing the pay by 250 nuyen each (to a maximum increase of 2,000 nuyen). Thanks to his anger, the alcohol, and the fact he really wants this job done, MacCallister is at a –2 dice pool for Negotiation Tests. If the runners bring it up, or they score 4 or more net successes, MacCallister will also offer them a 2,000 nuyen bonus apiece if they bring the culprit in alive.

Once the runners accept the job, MacCallister will give them a datafile with pass codes and directions to the campaign office. He also provides contact info for Tosh Athack, an officer at Knight Errant. The runners should act fast, racing to gather information and collect evidence while staying ahead (and clear) of Knight Errant.

The runners will also be given a copy of a screamsheet article about the original Mayan Cutter (see handouts) detailing his supposed death at the hands of Knight Errant officers.

If they decide to visit the campaign office first, go to **Scene 3: Shopping Locally**. If they decide to call and meet with Tosh, go to **Scene 4: The Errant Knight**.

DEBUGGING

The Big Rhino doesn't have much in the way of security during lunchtime, but the staff is almost exclusively ork, and more than a few of them grew up on the streets. If the runners start trouble, several of the busboys and cooks will face off with the runners unless they start waving guns around. Combat is ill advised, as Knight Errant will arrive in less than a minute once the Panic Button is pushed. If necessary, four busboys and two cooks will defend the Big Rhino. Knight Errant will initially send two officers to investigate and will send more backup if things escalate (see **Scene 4: The Errant Knight** for KE Officer stats).

MacCallister is desperate, but there's a limit to how far he can be pushed by the runners. If they deliberate too long or keep demanding more money than their Negotiation roll allows, he will walk away and find a new team to deal with his problem.

Game Information

SR4A

Ork Busboys (Professional Rating 0)

B	A	R	S	C	I	L	W	Ess	Init	IP	Arm	CM
5	3	3	4	2	3	2	2	6	6	1	0/0	11

Skills (Dice Pools): Athletics skill group 8, Clubs 7, Dodge 7, Perception 7, Unarmed Combat 7
Weapons: Improvised Club [Club, Reach 1, DV 3S, AP –]

Ork cooks (Professional Rating 0)

B	A	R	S	C	I	L	W	Ess	Init	IP	Arm	CM
6	3	4	5	2	3	3	3	6	7	1	0/0	11

Skills (Dice Pools): Athletics skill group 9, Blades 7, Dodge 8, Perception 7, Throwing Weapons 6, Unarmed Combat 6
Weapons:
Butchers Knife [Blade, Reach –, DV 4P, AP –1]
Thrown kitchen knives x2 [Throwing Weapon, DV 4P, AP –1]

SR5

Ork Busboys (Professional Rating 0)

B	A	R	S	W	L	I	C	E	Ess
5	3	3	4	2	2	3	2	0	6

Initiative: 6+1D6
Movement: 6/12/+2
Condition Monitor: 11
Limits: Physical 6, Mental 3, Social 4
Armor: 0
Skills (Dice Pools): Athletics skill group 9, Clubs 7, Gymnastics 7, Perception 7, Unarmed Combat 7
Weapons:
Improvised club [Club, Reach 1, Acc 3, DV 7, AP –]]

Ork Cooks (Professional Rating 0)

B	A	R	S	W	L	I	C	E	Ess
6	3	4	5	3	3	3	2	0	6

Initiative: 7+1D6
Movement: 6/12/+2
Condition Monitor: 11
Limits: Physical 7, Mental 4, Social 5
Armor: 0
Skills: Athletics skill group 10, Blades 7, Gymnastics 8, Perception 7, Throwing Weapons 6, Unarmed Combat 6
Weapons:
Knife [Blade, Reach –, Acc 5, DV 6P, AP –1]

SCENE 3: SHOPPING LOCALLY

SCAN THIS

Investigating Eliza's murder scene leads the runners to the old Prop 23 office in Pioneer Square, where they have a run-in with some locals. A good examination of the office may turn up some physical evidence.

TELL IT TO THEM STRAIGHT

Pioneer Square used to be the hub of Seattle nightlife; now it's mostly abandoned offices and low-tech storefronts.

Many roads run a block and end, others aren't clearly marked. Most people working in the area are SINless and just want to make a living. All the buildings look alike, and asking questions of the locals just makes them nervous.

The building is easily recognizable. There is police tape blocking off the sidewalk; dried blood still stains the steps. A lone security guard is present, and he nods as the runners approach. "Was told you would be doing follow up inside."

BEHIND THE SCENES

While checking local shops for directions or just wandering aimlessly through the area, the runners will attract the interest of some business owners and will call in a local gang, the Pioneers, to help protect their privacy. They will mostly look intimidating and ask the runners to "move along," as they have overstayed their welcome.

The only information the guard knows is that no one saw anything. The murder happened this morning around 8:00 a.m., and the body was hung up on the doorway and discovered almost immediately. While this is one of the better neighborhoods in Pioneer Square, there is no street security to speak of, and thus no cameras to record what happened.

The office appears abandoned. The furniture is old and unused. Dust covers most of the place. Fresh blood is everywhere. Campaign posters are scattered across the room.

The murder took place in the conference room. There are signs of a struggle, including a large circle of dried blood on the floor and spatters on a tabletop. The Cutter might have placed the body on the table to do the mutilation.

If the runners search the main room, a Perception (3) Test will turn up a small streak of recent blood underneath the edge of the doorknob. The cutter cleaned up the cut in the bathroom, and though he covered his tracks, he missed that he touched the doorknob before cleaning and left a trace of blood.

This blood can be used to track the Cutter. However, it's only viable as a material link to the target for another hour before decomposition renders it useless. Refrigeration or the Preserve spell can prolong its viability.

The blood can be used to magically track the Cutter via a spirit or watcher with the Search power (p. 297, *SR4A*, p. 400, *SR5*). The target is on the move somewhere in the Underground.

The runners can also have a law enforcement or fixer contact attempt to get a DNA trace on the blood. The test takes two hours and will cost the runners 400 nuyen, but will net the players the name of the Cutter.

SR4A

Whisper, the Pioneers Leader

B	A	R	S	C	I	L	W	Ess	Edg	Init	IP	Arm	CM
5	5(7)	4(6)	5(7)	4	4	3	3	1.28	2	8(10)	1(3)	8/6	11

Skills (Dice Pools): Athletics skill group 10, Automatics 12, Blades 11, Dodge 9, Infiltration 11, Negotiation 7, Perception (Visual) 7(12), Pistols 12[14], Unarmed Combat 11
Qualities: Guts, High Pain Tolerance 1
Augmentations: Cybereyes [Rating 3, alphaware, w/ flare compensation, low-light vision, smartlink, and thermographic vision), muscle replacement 2, wired reflexes 2 (alphaware),
Gear: Armor jacket, commlink (Device Rating 2)
Weapons:
Ares Predator IV (2) [Heavy Pistol, DV 6P, AP -2, RC —, 15(c)]
Survival knife [Blade, Reach —, DV 5P, AP -1]

Pioneers Gang Members (Professional Rating 1)

B	A	R	S	C	I	L	W	Ess	Init	IP	Arm	CM
3	4	3	3	3	3	3	2	6	6	1	6/4	10

Skills (Dice Pools): Athletics skill group 4, Blades 7, Dodge 5, Perception 6, Pistols 7, Unarmed Combat 7
Gear: Armor vest, knife
Weapons:
Ares Predator IV [Heavy Pistol, DV 5P, AP -1, RC —, 15 (c), 2 spare clips]
Knife [Blade, Reach —, DV 3P, AP —]

SR5

Whisper, The Pioneer's Leader

B	A	R	S	W	L	I	C	Edg	Ess
5	5(7)	4(6)	5(7)	3	3	3	4	2	1.28

Initiative: 10+3D6
Movement: 14/24/+2
Condition Monitor: 11/10
Limits: Physical 9, Mental 5, Social 5
Armor: 12
Skills (Dice Pools): Athletics skill group 11, Automatics 13, Blades 11, Gymnastics 9, Infiltration 11, Negotiation 7, Perception (Visual) 7 (12), Pistols 12, Unarmed Combat 11
Qualities: Guts, High Pain Tolerance 1
Augmentations: Cybereyes [Rating 3, alphaware, w/ flare compensation, low-light vision, smartlink, and thermographic vision), muscle replacement 2, wired reflexes 2 (alphaware),
Gear: Armor jacket, Renraku Sensei (Device Rating 3)
Weapons:
2 Ares Predator V (2) [Heavy Pistol, Acc 5(7), DV 9P, AP -2, SA, RC —, 15(c), w/ 2 clips regular ammo, 2 clips explosive ammo]
Survival knife [Blade, Acc 5, Reach —, DV 9P, AP -1]

Pioneer Gang Members (Professional Rating 1)

B	A	R	S	W	L	I	C	Edg	Ess
3	4	3	3	2	2	3	3	1	6

Initiative: 6+1D6
Movement: 8/16/+2
Condition Monitor: 10
Limits: Physical 4, Mental 3, Social 4
Armor: 9
Skills (Dice Pools): Athletics skill group 5, Blades 7, Gymnastics 5, Pistols 7, Unarmed Combat 7
Gear: Armor vest
Weapons:
Ares Predator V [Heavy Pistol, Acc 5(7), DV 8P, AP -1, SA, RC —, 15(c), w/ 2 spare clips]
Knife [Blade, Reach —, Acc 5, DV 4P, AP -1]

DEBUGGING

If the runners cause problems, they'll draw the attention of the Pioneers and will be accosted by a group of up to eight of them. If this breaks down into a firefight, the locals will call Knight Errant.

If the runners caused trouble outside, the area may be crawling with security as they try to leave.

Missing the blood clue isn't entirely vital, as the runners can still track the Cutter through **Scene 6: Going Underground**.

SCENE 4: THE ERRANT KNIGHT

SCAN THIS

Following the lead to Knight Errant goes to Detective Tosh Athack. Tosh is willing to give the runners a copy of the file for the current investigation, as well as information about the original Mayan Cutter and the copycat—for a price.

TELL IT TO THEM STRAIGHT

Calling the number that MacCallister provided you, you get an answer after the second ring. "Knight Errant 3rd Precinct, this is Detective Athack."

If the players are coy, secretive, or otherwise play any sort of games, Tosh will assume it's a prank call and hang up. If they threaten him, harass him, or do anything that could piss him off, he'll keep them on the line while a Knight Errant spider attempts to track them. If they identify themselves as working for MacCallister, Tosh will talk with them.

"You're with MacCallister, eh? Yeah, I can help. I bet I know why you're calling. Tell ya what, meet me at Center House Mall, the lower food court in thirty minutes."

BEHIND THE SCENES

Center House is a ten-story mall in Downtown Seattle that is packed wall to wall with shoppers and has stores dealing in anything and everything legal. The entrances are staffed by harried-looking mall cops and token weapons detectors (Rating 3) to make the shoppers feel safe.

The runners' AR filters are put to the test the moment they walk in the door, and even with all the spam filters they have, a few ads slip through hawking women's lingerie, sporting goods, and Psychedelic Phlegmm's reunion tour album. They can also grab an ARO map of the mall, which shows there are two food courts, one on the first floor and one on the eighth.

Tosh is sitting at a bench near a Soybucks soykaf stall in the food court, a troll-sized mug of kaf in one hand. While not the only troll in the mall, he still stands out. When the runners introduce themselves, he'll move to a table to talk with them. He can provide the players with background on the original Mayan Cutter case, insisting that they nailed the right guy the first time, and the second one was dealt with as well, and that the new Cutter is an all-new copycat. The troll won't give up any more information until the runners buy some "tickets to the policeman's ball," which run a total of 400 nuyen.

The original Mayan Cutter's first victim appeared in October of 2069. There are forty-eight confirmed victims between then and early 2072, when he was finally tracked down and killed by Knight Errant. There are at least two dozen other open cases that are possibly the work of the Cutter as well, but nothing can be proven for those. The victims were all killed in the same fashion. They were all ritually sliced up, the cuts forming the same pattern on each victim. The cuts were all made by an obsidian blade, probably the size of a dagger. The obsidian left microscopic fragments in the wounds. And finally each victim was bled out and then publicly hung out on display. The majority of the victims were metahumans, with the bulk of those being orks and only a couple humans. Most were poor and SINless.

The last Cutter appeared three years ago and killed five people, including Rebecca MacCallister (Mr. MacCallister's daughter). Once again the majority of the victims were metahuman (two orks, one troll, one dwarf, and a single human), though so far all of the victims had been SINners. There had been no apparent pattern to the locations of the killings, and Knight Errant hadn't been able to find any obvious links between the victims. A group of runners were instrumental in bringing him to Mr. MacCallister back then.

For some "extra tickets," costing the same amount, Tosh offers to take them down to the city morgue so they can "identify the body" and maybe ask a few questions from the city coroner (**Scene 6: Speaking with the Dead**). This is an optional scene and should only be used if the runners insist on seeing the corpse, or if they miss the blood sample from the Prop 23 office.

DEBUGGING

The runners should have no trouble getting into the Center House Mall unless they try bringing in large, obvious weapons or cause trouble. If the runners do cause problems, the mall cops will initially try to turn the players away. A small bribe (200 nuyen) will let them overlook the runners. Otherwise, the mall cops will call for backup (six more guards show up in 2 Combat Turns) and hit a panic button, alerting Knight Errant. Tosh will arrive after 2 Combat Turns, and the two Knight Errant officers will arrive after that.

If the PCs are just causing problems but haven't turned to violence, Tosh will take them "into custody" and have his discussion with them outside of the mall. He will be less disposed to the runners, will double his fees, and the runners will not get Tosh as a Contact. If they already have him as one, they lose one loyalty (to a minimum of 1).

If the PCs started a gunfight or have killed someone, Tosh will simply leave and let the mall cops and Knight Errant deal with the runners. As above, they will not get him as a contact, or will lose one loyalty. Two rounds after the first Knight Errant team shows up, a team of four more KE officers will arrive, including one KE mage. If the PCs decide to have a shootout with KE, officers continue to show up until the team is taken down or manage to escape.

SR4A

Center House Mall Cops (Professional Rating 1)

B	A	R	S	C	I	L	W	Ess	Init	IP	Arm	CM
3	3	4	3	2	3	2	3	6	7	1	8/6	10

Skills (Dice Pools): Clubs 6, Law Enforcement (Professional Knowledge) 5, Perception 5, Pistols 5, Unarmed Combat 5
Gear: Armor jacket (8/6), commlink (Device Rating 3)
Weapons:
Defiance EX Shocker [Taser, DV 8S(e), AP –half, 4(m)]
Stun baton [Club, Reach 1, DV 6S(e), AP –half]

Knight Errant Officers (Professional Rating 3)

B	A	R	S	C	I	L	W	Ess	Init	IP	Arm	CM
4	4	4	3	3	4	3	3	6	8	1	9/7	10

Skills (Dice Pools): Clubs 7, Law Enforcement (Professional Knowledge) 6, Perception 7, Pistols 8, Unarmed Combat 8
Gear: Armor jacket (8/6), helmet (+1/+1, with built in mic, headset, and smartlink)
Weapons:
Ares Predator IV [Heavy Pistol, DV 5P, AP –5, 15(c), w/ APDS ammo, 3 spare clips]
Defiance EX Shocker [Taser, DV 8S(e), AP –half, 4(m)]
Stun baton [Club, Reach 1, DV 6S(e), AP –half]

Knight Errant Mage (Professional Rating 3)

B	A	R	S	C	I	L	W	Ess	M	Init	IP	Arm	CM
4	4	4	3	3	4	3	3	6	5	8	1	9/7	10

Skills (Dice Pools): Counterspelling 9, Law Enforcement (Professional Knowledge) 6, Perception 7, Pistols 7, Spellcasting 9, Unarmed Combat 8
Gear: Armor jacket (8/6), helmet (+1/+1, with built in mic, headset, and smartlink)
Spells: Armor, Heal, Invisibility, Lightning Bolt, Stunbolt
Weapons:
Ares Predator IV [Heavy Pistol, DV 5P, AP –5, 15(c), w/ APDS ammo, 3 spare clips]
Defiance EX Shocker [Taser, DV 8S(e), AP –half, 4(m)]
Stun baton [Club, Reach 1, DV 6S(e), AP –half]

SR5

Center House Mall Cop (Professional Rating 1)

B	A	R	S	W	L	I	C	E	Ess
3	3	4	3	3	2	3	2	1	6

Initiative: 7+1D6
Movement: 6/12/+2
Condition Monitor: 10
Limits: Physical 5, Mental 4, Social 5
Armor: 12
Skills (Dice Pools): Clubs 7, Law Enforcement (Professional Knowledge) 6, Perception 5, Pistols 5, Unarmed Combat 5
Gear: Armor jacket
Weapons
Defiance EX Shocker [Taser, Acc 4, DV 9S(e), AP –5, SS, RC –, 4(m)]
Stun baton [Club, Reach 1, Acc 4, DV 9S(e), AP –5]

Knight Errant Officers (Professional Rating 3)

B	A	R	S	W	L	I	C	E	Ess
4	4	4	3	3	3	4	3	3	6

Initiative: 7+1D6
Movement: 8/16/+2
Condition Monitor: 10
Limits: Physical 5, Mental 5, Social 5
Armor: 14
Skills (Dice Pools): Clubs 7, Law Enforcement (Professional Knowledge) 6, Perception 5, Pistols 5, Unarmed Combat 5
Gear: Armor jacket, commlink (Device Rating 3), helmet w/ internal mic
Weapons
Ares Predator V [Heavy Pistol, Acc 5(7), DV 8P, AP –1, SA, RC –, 15(c), 3 spare clips]
Defiance EX Shocker [Taser, Acc 4, DV 9S(e), AP –5, SS, RC –, 4(m)]
Stun baton [Club, Reach 1, Acc 4, DV 9S(e), AP –5]

Knight Errant Mage (Professional Rating 3)

B	A	R	S	W	L	I	C	E	Ess	M
4	4	4	3	3	3	4	3	3	6	5

Initiative: 7+1D6
Astral Initiative: 8+2D6
Movement: 8/16/+2
Condition Monitor: 10
Limits: Physical 5, Mental 5, Social 5
Armor: 14
Skills (Dice Pools): Counterspelling 9, Law Enforcement (Professional Knowledge) 6, Perception 7, Pistols 7, Spellcasting 10, Unarmed Combat 8
Spells: Armor, Heal, Improved Invisibility, Lightning Bolt, Stunbolt
Gear: Armor jacket, commlink (Device Rating 3), helmet w/ internal mic
Weapons
Ares Predator V [Heavy Pistol, Acc 5(7), DV 8P, AP –1, SA, RC –, 15(c), 3 spare clips]
Defiance EX Shocker [Taser, Acc 4, DV 9S(e), AP –5, SS, RC –, 4(m)]
Stun baton [Club, Reach 1, Acc 4, DV 9S(e), AP –5]

SCENE 5: SPEAKING WITH THE DEAD

SCAN THIS

Tosh takes the runners to the Downtown Seattle Morgue, where Gizmo's body was taken for an autopsy. While here, they can find out a bit more about how he was killed, and find a clue they may have missed elsewhere.

TELL IT TO THEM STRAIGHT

As the nuyen transfer is completed, Tosh grins. It's a broad, friendly grin that makes you forget for just one moment that he looks like he bench presses GMC Banshees to warm up for his workout. "All right guys, I'll make a couple calls. Hang tight for a sec."

A couple of minutes later, he nods at you. "Look, I have a lot on my plate today, and I'm supposed to be chasing down this copycat Cutter myself. So I don't have time to babysit a bunch of shadowrunners. I called down to the morgue, and Dr. Jordan is expecting you. As far as he knows, you're consultants. Behave yourselves, and for ghost's sake, don't take any damn weapons in with you."

BEHIND THE SCENES

The city morgue occupies two sub-basements of the Hooper Building, a private medical-practice high rise in Downtown that specializes in private health care to the rich and famous. Knight Errant leases the sub-basements to use as its Downtown morgue. Security is tight, and weapons are prohibited. There are numerous signs and AROs prohibiting even legal firearms within government buildings, and the weapons scanners are of high quality (Chemical and Metal with a Device Rating 6). Four Knight Errant officers are on guard in the lobby, with dozens more stationed throughout the building.

The morgue itself is spotless, sterile, and brightly lit. Chrome tables, counters, and white tile reflect the light. It is deathly quiet, shut out from the noise of the city and even the building above it, except for the occasional hum of a bone saw or drill. The rooms are kept at a very low temperature, just enough to be slightly uncomfortable.

Dr. Alma Jordan is an African-American elf with obvious silver cybereyes. She's cool, brisk, and seems like she doesn't have patience for talking with people. In truth, she's anthrophobic (meaning she has a fear of people) and is far more comfortable dealing with the dead than with the living. She's uncomfortable talking with the runners and will try and get them out of her morgue as quickly as possible.

She will show the runners Eliza's body, which she's already begun to autopsy. The body has been badly cut up, with the cuts forming a pattern. She was knocked unconscious with a sedative (gamma scopolamine), bound and gagged, and then sliced up to bleed out. Dr. Jordan shudders when describing this and says "It's a horrible, lingering death." She found some tissue and blood beneath Eliza's fingernails, and they're currently running those through DNA analysis.

If the runners ask for the results of the DNA scan, or for a sample of the blood to try to track magically, they will have to talk with Tosh who will once again charge them for his help.

DEBUGGING

This is strictly a fact-gathering scene. The runners shouldn't spend too much time here, and Dr. Jordan will hurry them out of her lab insisting she needs to get back to work if they stay too long. If they cause problems or start a fight, it will end badly for them as KE has the building under heavy security.

SCENE 6: GOING UNDERGROUND

SCAN THIS

After leaving the morgue, the runners receive a call from Mr. Johnson informing them of a new murder in the Underground.

TELL IT TO THEM STRAIGHT

The Ork Underground is a unique experience. In places, it's barely more than a dirt-and-stone tunnel small enough a troll would have to stoop. In others, spacious caverns were carved several stories tall with ornate support columns and intricately detailed mosaics along the floor. The buildings are similar, with some being little more than caves hollowed out of the dirt, to several story buildings that were obviously built by skilled architects.

The Underground is a maze of tunnels and streets, only about half of which are clearly marked. The map is even less helpful, since it only marks out paths meant for tourists. The murder was discovered in one of the residential areas, which isn't on the map. Maybe one of the denizens of the Underground can help?

BEHIND THE SCENES

The Ork Underground is vast. Following the Great Seattle Fire of 1889, the city opted to simply build over the old Downtown. Many of the buildings that could be repaired now had their original first floor underground, and even many of the streets remained intact. In the mid-twentieth century, the Underground was partly restored as a tourist destination. After the Awakening and Goblinization, it became a haven for many metahumans, and following the Night of Rage became a refuge for a large portion of the metahuman population of Seattle.

By 2050, the Underground had been expanded into a thriving district in its own right, though it has never been regarded as such by the City of Seattle. It had its own unofficial mayor, its own police force (since Knight Errant, and Lone Star before them, almost never step foot into the Underground), and entire commercial and residential sections. The entire Underground network has never been completely mapped, and it stretches throughout the Metroplex and beyond.

The citizens of the Underground still don't trust "topsiders," as they call anyone who lives on the surface. They put up with the tourists, since that's the major source of income for many residents, but they are not fond of people randomly wandering around the Underground, especially outside of what they call the Tourist Highway, which is the public area where tours run. So getting information can be difficult.

The Underground is constantly being expanded. In some sections, if it weren't for the ever-present ceiling, it would be easy to mistake it for neighborhood streets topside. Two- and three-story buildings, markets, stores, factories, and even legitimate businesses call the Underground home. Knight Errant has just started sending patrols working with the Skraacha.

In other sections, crude tunnels and caves make up a maze that even lifelong residents have trouble navigating. Hidden entryways into basements and sewer lines litter this area of the Underground. Paranormal critters, smugglers, and common criminals utilize these tunnels for their own ends.

Many of the tunnels aren't wide enough for vehicles, so outside of the larger areas, vehicles other than motorcycles are rare. Bicycles are very common, however, and all along the Tourist Highway and other commercial areas you can find plenty of bicycle taxis and plenty of bike rental places (10 nuyen per hour, 150 nuyen deposit required).

Humans and elves suffer a –2 dice pool penalty to all social tests against any of the Undergrounds residents, and any information will cost them twice the nuyen it normally would. Many of the residents are openly hostile to any topsiders that aren't on the tour. Orks, trolls, and dwarves do not suffer this penalty, but unless they are residents they are still looked at with distrust.

An opposed Negotiation (2) Test is required to get solid directions to the scene of the crime, which happens to be Rebecca MacCallister's old apartment; paying for the information will cost 40 nuyen. 400 nuyen but will automatically buy them accurate directions, but only if the runners offer that much—the residents of the Underground have too much disdain for outsiders to even try to shake them down. A failed Negotiation Test gives the runner poor directions, and after thirty minutes they will have to stop and try again. A critical glitch (or pissing off the locals) will deliberately send the runners into the undeveloped tunnels and into a nest of eight devil rats, with a demon rat leading the pack.

For more information on the structure of the Underground, see **Anatomy of the Ork Underground,** p. 42.

DEBUGGING

If the runners cause problems, they'll draw the attention of the Skraacha (see Scene 7) and will be accosted by a group of up to eight of them. If this breaks down into a firefight it will turn the entire Underground against them.

If the runners are having trouble getting the information they need or simply refuse to ask for direction, an enterprising young ork street urchin can come to their rescue, for a fee (200¥ and he cannot be negotiated down). The humor element of the street urchin can be played up, as he's fascinated by shadowrunners. If the runners mistreat him he'll get the Skraacha to avenge him.

SCENE 7: KNIGHT FALL

SCAN THIS

The runners meet up with the Skraacha and investigate the murder scene. They can find a vital clue to the identity of the Cutter here.

The runners will be faced with the murder scene of a close associate of their Knight Errant contact. He will be found hanging out front of Rebbecca MacCallister's old house in the underground.

TELL IT TO THEM STRAIGHT

It's taken a bit of searching, but you finally manage to find the apartment in the Underground. This section of the underground seems to be mostly residential in nature, and is in good repair. A row of what appear to be small, two-story condos line either side

Game Information

SR4A

Devil Rats

B	A	R	S	C	I	L	W	Edg	Ess	M	Init	IP	Arm	CM
2	5	5	1	5	5	2	3	2	6	3	10	1	0/0	9

Skills (Dice Pools): Climbing 4, Dodge 8, Infiltration 9, Perception 7, Unarmed Combat 8
Powers: Animal Control (Ordinary Rats), Concealment (Self Only), Immunity (Toxins), Natural Weapon (Bite)
Weaknesses: Allergy (Sunlight, Mild)
Weapons:
Bite [natural, Reach -1, DV 1P, AP –]

Demon Rat (Gamma)

B	A	R	S	C	I	L	W	Edg	Ess	M	Init	IP	Arm	CM
5	5	5	4	5	5	4	4	3	6	6	9	2	0/0	11

Skills (Dice Pools): Climbing 6, Exotic Ranged Weapon (Corrosive Spit) 8, Infiltration 8, Perception 8, Unarmed Combat 8
Powers: Gestalt Consciousness, Animal Control (Devil Rats, Rats), Concealment, Corrosive Spit, Immunity (Pathogens, Toxins), Natural Weapon (Bite), Regeneration
Weaknesses: Allergy (Sunlight, Moderate)
Weapons:
Bite [Natural Weapon, Reach -1, DV 4P, AP -1]
Corrosive Spit [Exotic Ranged Weapon, DV 6P, Range 5 meters, Resisted with 1/2 Impact armor]

SR5

Devil Rats

B	A	R	S	W	L	I	C	Edg	Ess	M
2	5	5	1	3	2	5	2	2	6	3

Initiative: 10+1D6
Movement: 5/10/+1
Condition Monitor: 9/10
Limits: Physical 3, Mental 4, Social 7
Armor: 0
Skills (Dice Pools): Climbing 5, Gymnastics 5, Perception 4, Running 2, Sneaking 6, Unarmed Combat 5
Powers: Animal Control (Ordinary Rats), Concealment (Self Only), Natural Weapon (Bite, Reach -1, DV 2, AP –)
Weaknesses: Allergy (Sunlight, Mild)

Demon Rat (Gamma)

B	A	R	S	W	L	I	C	E	Ess	M
5	5	5	4	4	4	5	5	3	6	6

Initiative: 10+1D6
Movement: 10/20/+1
Condition Monitor: 11/10
Limits: Physical 6, Mental 6, Social 7
Armor: 0
Skills (Dice Pools): Climbing 6, Exotic Ranged Weapon (Corrosive Spit) 8, Perception 8, Unarmed Combat 8
Powers: Animal Control (Devil Rats, Ordinary Rats), Concealment (Self Only), Corrosive Spit (DV 12P, AP -6), Natural Weapon (Bite, Reach -1, DV 4, AP –), Regeneration
Weaknesses: Allergy (Sunlight, Moderate)

of a two-lane road. There are even some fake trees planted in front of some of them, with children sitting on stoops. If it wasn't for the artificial lighting ten meters above your head, you could easily mistake this for a middle-class neighborhood.

The building is easily recognizable. There is a crowd gathered out front. The Skraacha have arrived to secure the area, waiting for Knight Errant to make their way to the scene. Hanging across the entry door is the body of a Knight Errant officer, stripped to the waist Aztec cuttings across his chest. His face is badly beaten and he has blood on his horns.

As you approach the address Mr. MacCallister gave, several tough-looking orks step out of the shadows wearing brown and grey digital camouflage fatigues and Skraacha badges. They move to block your way. "A little out of your element, aren't ya, topsiders?"

BEHIND THE SCENES

Skraacha means "scorchers" in Or'zet, the ork language. The Skraacha are a predominantly ork gang that reside in the Underground. Some have become more like a real security force and perform protection for the residents, as well as doing all the other things a gang normally does. They wear grey or brown jackets with opposite colored armbands. The security wear brown and grey digital camo fatigues. Five-point fire badges are also worn.

The victim is Mick Starkey, an ork who worked closely with Tosh Athack on many cases, including the investigation of the last copycat Cutter. Athack had made friends with the Skraacha while investigating the last Cutter, and members of the Underground got to know him and his team. They're incredibly pissed off about the death of Starkey. The Cutter (both the last two and this new one) has targeted a fair number of metahumans living Underground and they blame themselves for not stopping him long ago.

The Skraacha will initially be very defensive and antagonistic toward the runners. If the runners can talk them down and explain that they're working for MacCallister and Athack to find the killer, they will take a moment to make a commcall or two and then become very helpful to the runners. If one or more of the runners is an ork, they will defer to him, mostly ignoring the others. Otherwise, they will deal with the toughest looking runner.

Their leader is named Ka'Kal. The gang will stand guard while the PCs search the place.

The only information they know is that no one saw anything. The murder happened within the hour and the body was hung up on the steps of the brownstone and discovered almost immediately. While this is one of the nicer neighborhoods in the Underground, there is no street security to speak of, and thus no cameras to record what happened.

The brownstone is a small two-story building with two bedrooms on the second floor. The building is devoid of furniture. There is a small bathroom on the second floor as well. The first floor is taken up by a large living room and the kitchen.

The murder appears to have happened in the kitchen. Signs of a struggle show across the dust on the floor. There is a pool of dried blood on the floor with fresh blood on top.

If the runners search the bathroom, a Perception (3) Test will turn up a small streak of recent blood underneath the edge of the sink. The victim fought back against his attacker and sliced open his cheek with his horn. The Cutter cleaned up the cut in

INCOMING FEED.....

Game Information

SR4A

Ka'Kal, Skraacha Leader

B	A	R	S	C	I	L	W	Ess	Edg	Init	IP	Arm	CM
7	4	5	6	5	4	3	4	6	3	9	1	8/6	12

Skills (Dice Pools): Athletics skill group 9, Blades 9, Dodge 8, Negotiation 9, Perception 8, Pistols 8, Unarmed Combat 7
Gear: Armor vest
Weapons:
Ares Predator IV [Heavy Pistol, DV 5P, AP –1, RC –, 15 (c), 1 spare clip]
Katana [Blade, Reach 1, DV 6P, AP –1]

Skraacha security Members (Professional Rating 2)

B	A	R	S	C	I	L	W	Ess	Init	IP	Arm	CM
6	4	3	5	2	3	2	2	6	6	1	6/4	11

Skills (Dice Pools): Athletics skill group 7, Blades 8, Dodge 5, Perception 6, Pistols 8, Unarmed Combat 8
Gear: Armor vest
Weapons:
Ares Predator IV [Heavy Pistol, DV 5P, AP –1, RC –, 15 (c)]
Knife [Blade, Reach –, DV 4P, 0 AP, 0 Reach]

SR5

Ka'Kal, Skraacha Leader

B	A	R	S	W	L	I	C	E	Ess
7	4	5	5	4	3	4	5	3	6

Initiative: 9+1D6
Movement: 8/16/+2
Condition Monitor: 12/10
Limits: Physical 8, Mental 5, Social 7
Armor: 9
Skills (Dice Pools): Athletics skill group 10, Blades 9, Gymnastics 8, Negotiation 9, Perception 8, Pistols 9, Unarmed Combat 8
Gear: Armor Vest
Ares Predator V [Heavy Pistol, Acc 5(7), DV 8P, AP –1, SA, RC –, 15(c), 1 spare clip]
Katana [Blade, Acc 7, Reach 1, DV 9P, AP –3]

Skraacha Security Members (Professional Rating 2)

B	A	R	S	W	L	I	C	E	Ess
6	4	3	5	2	2	3	2	2	6

Initiative: 7+1D6
Movement: 8/16/+2
Condition Monitor: 11/9
Limits: Physical 7, Mental 3, Social 4
Armor: 9
Skills (Dice Pools): Athletic skill group 7, Blades 8, Gymnastics 5, Perception 6, Pistols 8, Unarmed Combat 8
Gear: Armor vest
Weapons:
Ares Predator V [Heavy Pistol, Acc 5(7), DV 8P, AP –1, SA, RC –, 15(c), 1 spare clip]
Knife [Blade, Acc 5, Reach –, DV 6P, AP –1]

the bathroom, and though he covered his tracks, he missed that he touched the bottom of the sink and left a trace of blood. He also has his attacker's blood on his horn.

This blood can be used to track the Cutter. However, it's only viable as a material link to the target for another hour before decomposition renders it useless. Refrigeration or the Preserve spell can prolong its viability.

The blood can be used to magically track the Cutter via a spirit or watcher with the Search power (p. 297, *SR4A*; p. 400, *SR5*). The target is in the Outremer, specifically on the island of Ketron. If the runners attempt this search from Downtown or the Underground, the distance modifier is fifty kilometers. If the runners attempt to search from in the Sound, the distance modifier is two kilometers.

The runners can also have a law enforcement or fixer contact attempt to get a DNA trace on the blood. The test takes two hours and will cost the runners 400 nuyen, but it will net the players the name of the Cutter.

DEBUGGING

If the runners managed to piss off the Skraacha in Scene 6, they're going to have a much tougher time dealing with Ka'Kal's group. They will be hostile toward the runners. If the runners play it smart, they can still get help by name-dropping MacCallister, but it will be given very grudgingly.

SCENE 8: CUTTING THE CUTTER

SCAN THIS

Having gathered clues, the PCs should be able to track down the carbon copy Mayan Cutter by this point. They can track him to an abandoned trideo studio on Ketron Island, where's he's holed up with some muscle for protection. Also the Cutter has picked up a passenger; Marie MacCallister. Mr. MacCallister is unaware she has been grabbed at this time and is likely to be the next victim.

TELL IT TO THEM STRAIGHT

Everything has been leading to this. One man is imitating a dead serial killer, preying on metahumans involved in the last Cutter appearance. Maybe he's a psychopath, maybe he's a racist. You're guessing a little of both. Either way, it doesn't really matter. You take him down, you get a paycheck. If it happens to soothe your conscience, that's just icing on the cake.

The island is not heavily urbanized. A few roads lead around to various areas; yours twists its way to the top of a cliff where the studio overlooks the water. Few people live on the remote island.

BEHIND THE SCENES

The Cutter is holed up in an abandoned trideo studio on Ketron Island, surrounded by muscle supplied to him by thugs he hired who are unaware of his mission. He knows someone's on his tail and he's preparing to go to war.

The Mayan Cutter is Gus "Highspeed" Torrence, an ork mechanic who has been possessed by previous copycat Shawn Walker through strange means to be covered in future *Shadowrun* books.. Shawn Walker was formerly of the UCAS Army Special Forces, but he was dishonorably discharged from service in 2061 due to behavior he exhibited during a conflict with Aztlan forces in Denver when Ghostwalker took over the city. He was found torturing several Aztlan soldiers, and he attacked his commanding officer when ordered to stand down. While most Humanis members are now ethnically blind, Shawn Walker still believes in Aryan purity.

Torrence, like Walker before him, will not let himself be taken alive easily. Runners will have to be creative and find ways to subdue him. His guards are likewise fanatics and will fight to the last man.

All outer doors are locked. Torrence himself stays inside the main studio building, waiting for the runners to approach.

There are two spellcasters, plus there will be a bound Force 6 guardian spirit protecting Torrence with Magical Guard. There are seven goons as well, spread out and watching for the runners. A couple of goons are in the reception area using a desk as a barricade.

Game Information

SR4A

Gus "Highspeed" Torrence, Mayan Cutter Copycat

B	A	R	S	C	I	L	W	Ess	Edg	Init	IP	Arm	CM
8	5(9)	4(7)	7(10)	4	4	3	4	0.25	3	8(11)	1(4)	15/14	11

Skills (Dice Pools): Athletics skill group 12, Automatics 11, Blades 11, Dodge 11, Infiltration 11, Negotiation 6, Perception (Visual) 6(8), Pistols 11, Unarmed Combat 11
Qualities: High Pain Tolerance 2, Sensitive Neural Structure
Augmentations: Cybereyes [Rating 3, w/ flare compensation, low-light vision, smartlink, and thermographic vision], dermal plating 3, muscle augmentation 4, muscle toner 3, nanoware neocortical 2, nanoware learning stimulus 2, wired reflexes 3
Gear: Fairlight Caliban commlink with Novatech Navi [Response 4, Signal 5, Firewall 5, System 4], Light military armor (w/ Rating 6 Insulation)
Weapons:
Ares Predator IV [Heavy Pistol, DV 6P, AP -2, RC —, 15(c), w/ 2 clips EX-ex ammo]
Ares Alpha [Assault Rifle, DV 6P, AP -5, RC 5, 42 (c), w/ gas-vent 3, sound suppressor, 4 clips of APDS]

Prop 23 Defeatist Goon (Professional Rating 6)

B	A	R	S	C	I	L	W	Ess	Init	IP	Arm	CM
4	4	4	3	2	3	2	2	6	6	1	8/6	10

Skills (Dice Pools): Athletics skill group 6, Automatics 9, Blades 6, Dodge 7, Perception 5, Unarmed Combat 7
Gear: Armor jacket, 3 clips EX-ex ammo
Weapons:
UZI IV [SMG, DV 6P, AP -1, RC 1, 24 (c)]
Knife [Blade, Reach —, DV 3P, AP —]

Prop 23 Defeatist Mage (Professional Rating 6)

B	A	R	S	C	I	L	W	Ess	M	Init	IP	Arm	CM
4	4	4	3	5	4	3	5	6	5	8	1	9/7	11

Skills (Dice Pools): Conjuring 9, Counterspelling 9, Perception 6, Pistols 7, Spellcasting 10, Unarmed Combat 8
Qualities: Magician
Gear: Armor jacket (8/6)
Spells: Armor, Heal, Invisibility, Lightning Bolt, Stunbolt, Fireball
Weapons:
Ares Predator IV [Heavy Pistol, DV 6P, AP -2, RC —, 15(c), 3 spare clips]

Game Informatio

Guardian Spirit, Valkyrie (Force 6)

B	A	R	S	C	I	L	W	Ess	M	Init	IP
7	8	9	8	6	6	6	6	6	6	13	1

Skills: Assensing, Astral Combat, Blades, Clubs, Counterspelling, Dodge, Exotic Ranged Weapon, Perception, Unarmed Combat
Powers: Astral Form, Fear, Guard, Magical Guard, Materialization, Movement, Sapience, Concealment (Force 3-5), Natural Weaponry (DV=F, Force 6-8)

SR5

Gus "Highspeed" Torrance

B	A	R	S	W	L	I	C	E	Ess
8	5(9)	4(7)	7(10)	4	3	4	4	3	0.25

Initiative: 11+1D6
Movement: 18/36/+2
Condition Monitor: 12/10
Limits: Physical 12, Mental 5, Social 5
Armor: 21
Skills (Dice Pools): Athletics skill group 12, Automatics 12, Blades 11, Gymnastics 11, Infiltration 12, Negotiation 9, Perception (Visual) 6(8), Pistols 11, Unarmed Combat 11
Qualities: High Pain Tolerance 2, Sensitive Neural Structure
Augmentations: Cybereyes [Rating 3, w/ flare compensation, low-light vision, smartlink, thermographic vision] nanoware neocortical 2, nanoware learning stimulus 2, wired reflexes 3
Gear: Full body armor w/ Non-conductivity 6, helmet, Hermes Ikon commlink (Device Rating 5)
Weapons:
- Ares Predator V [Heavy Pistol, Acc 5(7), DV 9P, AP -2, SA, RC —, 15(c), w/ 3 clips explosive ammo]
- Ares Alpha [Assault Rifle, Acc 5(7), DV 11P, AP -6, SA/BF/FA, RC 4, 42(c), w/ 4 clips of APDS ammo]

Prop 23 Defeatist Goon (Professional Rating 6)

B	A	R	S	W	L	I	C	Edg	Ess
4	4	4	3	2	2	3	2	2	6

Initiative: 7+1D6
Movement: 8/16/+2
Condition Monitor: 10
Limits: Physical 5, Mental 3, Social 4
Armor: 12
Skills (Dice Pools): Athletics skill group 6, Blades 6, Gymnastics 7, Perception 5, Automatics 9, Unarmed Combat 7
Gear: Armor jacket
- Uzi IV [SMG, Acc 4(5), DV 7P, AP —, BF, RC (1), 24(c), w/ 3 spare clips]
- Knife [Blade, Acc 5, Reach —, DV 6P, AP -1]

Prop 23 Defeatist Mage (Professional Rating 6)

B	A	R	S	W	L	I	C	Ess	M
4	4	4	3	5	3	4	5	6	5

Initiative: 7+1D6
Astral Initiative: 8+2D6
Movement: 8/16/+2
Condition Monitor: 11
Limits: Physical 5, Mental 5, Social 7
Armor: 9
Spells: Armor, Fireball, Heal, Improved Invisibility, Lightning Bolt, Stunbolt
Skills: Conjuring 9, Counterspelling 9, Perception 6, Pistols 7, Spellcasting 10, Unarmed Combat 8
Gear: Armor vest
Weapons:
- Ares Predator V [Heavy Pistol, Acc 5(7), DV 8P, AP -1, SA, RC —, 15(c), w/ 3 spare clips]

Spirit of Man, Valkyrie

B	A	R	S	W	L	I	C	Edg	Ess	M
6	5	7	3	5	5	6	6	3	5	5

Force: 5
Initiative: 13+2D6
Astral Initiative: 12+3D6
Movement: 10/20/+2
Condition Monitor: 11/11
Limits: Physical 7, Mental 7, Social 8
Skills: Assensing 11, Astral Combat 10, Perception 11, Spellcasting 10, Unarmed Combat 10
Powers: Accident, Astral Form, Concealment, Confusion, Enhanced Senses (Low-Light, Thermographic Vision), Guard, Influence, Materialization, Sapience, Search, Magical Guard (additional)

Game Information

NODE: Shawn Walkers Rewritten Trideo Studio Node

Sculpting: It's a German war room, straight out of a World War II movie.
Nazi flags hang from the walls, and busts and paintings of Adolph Hitler adorn the walls.
Authentication:
- **Node 1:** Passcode

Privileges: Admin
Attributes:
- **Node 1:** Firewall 4, Response 3, Signal 2, System 3

Spiders: None
IC:
- **Node 1:** Black Hammer IC Rating 4 (Sculpted to look like a blond SS officer)

Resident Programs:
- **Node 1:** Analyze, Browse, Edit (all at Rating 3)

ARC:
- **Node 1:** Scramble Black Hammer

Straight up, this should be a tough but winnable fight. During the final fight Torrence will turn his attention to finishing off Marie MacCallister. She will be killed if the runners are unable to stop him.

Searching the residence, there is a home commlink unit with some top-of-the-line security on it. If the runners want to try to hack through it, it will likely take time to slice through the security though. Inside is a list that reads like a who's who on Cutter knowledge. Anyone who reported on or was involved in his last appearance is on the list.

If the runners interrogate Gus Torrence, he's a tough nut to crack. All his comments make no sense as he slanders metas the whole time. Any non-human, non-Caucasians will cause him to hurl racial slurs (though gamemasters should be careful not to make the atmosphere of the game table unpalatable to players) and he calls any Caucasians with them traitors to their blood. If a Caucasian attempts to interrogate him alone, he's still tough, but he'll eventually break down and spill the whole story. He will explain his name is Shawn Walker. He doesn't know anyone named Gus. They can also force the password to his commlink from him. Mind-reading spells will likely be easier, but the playground is muddled by two personalities.

Game Information

RUNNER NEGOTIATION/ INTERROGATION MODIFIERS

Human, Caucasian:	+2
Human, Non-Caucasians:	+0
Metahuman, Any:	-2

DEBUGGING

If the runners walk into the fight without assistance and get overwhelmed, Ka'Kal can have people following the runners to see what they turned up. If things are going badly for the runners, the Skraacha can show up, starting from the beginning of the third round, to offer some help and even the odds a bit.

SCENE 9: A PAINFUL GOODBYE

SCAN THIS

The runners complete the mission and meet up with MacCallister to deliver the Cutter.

TELL IT TO THEM STRAIGHT

If the runners capture Gus Torrence, read the following:

A commcall to Mr. MacCallister is answered immediately. "Yeah? You got him? Good work. Bring the fragger to 55 Seaver Way in Tacoma. There's a warehouse there. Honk your horn once, I'll let you in." A chill runs down your spine. Right now you are glad that you're not in the copycat's shoes.

The warehouse is in the Tacoma docks, nestled in the midst of dozens of identical small warehouses. You pull up in front of a rolling door big enough to fit a van or delivery truck and honk the horn. The door rolls up, and you drive in. Inside, the warehouse is empty save for a single chair in the center. You can see MacCallister standing there. His face is twisted in anger. Next to him are a handful of others you don't recognize. One is an Amerind wearing fringed leather and carrying a sword. Next to him is a younger male ork who looks just as angry as MacCallister, with an additional portion of grief. Several others stand behind them. These appear to be the friends and family of Starkey.

As you step out of your vehicles, MacCallister looks at you. "Bring him. If you brought his commlink, I would like that as well." The Amerind and the young ork step forward and roughly take the Cutter from you and throw him into the chair.

"You can stay and watch if you want. Otherwise, meet us at the Big Rhino in an hour. We'll settle up then." MacCallister says to you, then he then nods to the Amerind and quietly says angrily, "Take it all, Johnny."

If they stay to watch, read the following:

Johnny steps forward and grabs the copycat's head on each side, and his hands glow. You can see the shamanic mask of Coyote appear around his head as he casts a spell. Light ripples across the body of the cutter, and then fades. Johnny steps back and smiles grimly at your Mr. Johnson. "Got everything, Bull. And its unbelievable."

MacCallister steps forward and pulls a Ruger Warhawk from in his jacket. He doesn't even blink, and in one simple motion puts the gun to the copycat's temple and empties the gun. He calmly puts the gun away and looks at the runners. "Thank you."

If the runners killed Torrence, modify the above accordingly. MacCallister still wants to see the body, but he's going to insist the runners find and deliver Walker's commlink. MacCalister will in this instance say that he needs put a single bullet into the cutter.

BEHIND THE SCENES

MacCallister is glad it's over, regardless of the outcome. He's just glad another serial killer has been stopped. He's up front with the runners and gives them certified credsticks with the appropriate amount. He's brief with the runners and excuses himself to update those closest to him about the situation (or mourn if Marie did not survive).

The people he informs include Billy MacCallister, a shadowrunner and hacker with a little bit of cyberware; the Amerind is a Coyote shaman named Johnny 99, a grade 6 initiate (his sword is also his ally spirit); Xuxa (female talismonger and Johnny's wife); Becky (Rat shaman, and Johnny's ex-wife); and Penthisil (grade 6 initiated hermetic mage).

If Walker was taken alive, the spell Johnny casts was Mind Probe. If the runners ask about what information Johnny found, MacCallister says that it's private, and he'll deal with it from here. The runners get the same reply if they turned over the commlink and ask about any information on it.

If the runners already hacked the commlink and/or interrogated Walker and inform MacCallister of this, he will ask them to keep their silence about it and let him handle things, though the runners are free to do what they wish.

When they meet up at the Rhino, MacCallister will thank them for the help and for getting the job done. He will be cordial

if they captured the Cutter or just cold if Torrence was killed or arrested. Either way he pays up, and if it went well he informs them he may call on them again in the future.

DEBUGGING

If the runners somehow manage to save Marie MacCallister, amend the warehouse scene to have her deliver the killing blows to the Cutter.

PICKING UP THE PIECES

MONEY

As agreed upon, each PC has additional pay coming to total up:

- 6,000¥ each for stopping the new Mayan Cutter.
- 2,000¥ each if the runners catch him alive and deliver him to MacCallister
- 2,000¥ each extra if they manage to save his wife.
- 250¥ per Negotiation hit to a maximum of 2,000¥ (as per Scene 2: Best Forgotten)
- 100¥ bribe if the runners were reluctant to meet (as per Scene 1: A Fixer's Call)

KARMA

- 1 Karma for stopping the copycat Mayan Cutter by any means.
- 1 Karma for capturing the Cutter alive.
- 1 Karma for managing to save Marie MacCallister.

An additional 1–3 points of Karma may be awarded for good role-playing, a good sense of humor, a solid grasp of the rules, keeping the adventure and action moving, or a particularly insightful action (for *SR5* players, the rewards for this type of good roleplaying is refreshed Edge instead of Karma). Players should earn these, and the full 3 points should only be awarded to the very best players. The maximum adventure award for this adventure is six Karma.

CONTACTS

If all went well and they were successful and maintained a professional attitude they can gain MacCallister as a contact at Loyalty 2, or at +2 Loyalty (to a max of 4) if already a contact.

LEGWORK

When a PC gets in touch with a contact, make a Connection + Connection test for the contact. The results of this test will determine how many ranks of information the contact knows about the question. (Apply die modifiers to this test based upon relevance of the contact to the subject matter.). A PC then makes a test of Charisma + Etiquette + Loyalty rating. The contact will reveal that many levels of information about that topic for free (up to the number of hits scored by the contact for that topic.). If the contact knows more, additional information will require a payment to the contact of 200 nuyen.

If the PCs have worked all of their contacts, and are still missing important information; they may request that a contact ask around. If they do so, have the Contact make an extended (Connection + Connection (20 minutes) test. Additional information will be available at a cost of 800 nuyen.

A Data Search may also be utilized to gather information from the following charts. They may make an Extended Logic + Data Search Test, limited to a number of rolls equal to their dice pool (p. 58, *SR4*, p. 48, *SR5*). Hits on this extended test may be substituted for hits from a contact, per the standard Data Search chart (p. 220, *SR4*; p. 241, *SR5*).

WILLIAM MACCALLISTER

Contacts	Data Search	Information
0	0	Never heard of the guy. He play for the Seadawgs, maybe?
1	3	An ork, right? I think he's some kind of fixer.
2	6	He's relatively new in town. He's got connections though, knows pretty much everyone.
3	10	He's a retired shadowrunner, used to work back during the '50s. He vanished off the scene for a while, and then showed up here last year, working as a fixer.
4	18+	Rumor has it his kids are mixed up in the shadows, so he came out of retirement to keep an eye on them.
5+	—	He's originally out of Chicago and survived Bug City. He used to run by the name of Bull.

GUS "HIGHSPEED" TORRENCE

Contacts	Data Search	Information
0	0	Never met him, he a wrestler?
1	3	He's an ork, a mechanic down in Sodo.
2	6	He's been building faster drones and bikes for urban brawl teams.
3	10	He hasn't been working out of his Sodo shop the last couple of weeks.
4+	18+	Owns an old trideo studio in Outremer. Works far from prying eyes on cutting edge bikes.

THEODORE "TOSH" ATHACK

Contacts	Data Search	Information
0	0	Tosh Attack? That some new band?
1	3	I think he's a cop.
2	6	He works for Knight Errant, Special Crimes Division.
3	10	He was one of the lead detectives on the Mayan Cutter case when KE took it over from the Star. And heavily involved with his second appearance.
4+	18+	Rumor has it he's a bit dirty. He does whatever it takes to keep the streets safe for SINners, don't get me wrong, but he's willing to bend or break the rules to do that. And if he can line his

own pockets or make his own job a little cushier in the process, he'll do that too.

THE SKRAACHA

Contacts	Data Search	Information
0	0	Gesundheit.
1	3	They're an all-ork gang.
2	6	Skraacha is Or'zet, it means "Scorchers."
3+	10+	The Skraacha are a gang in the Ork Underground also serving as a security force. They protect the Underground and like to mix it up with anti-meta gangs and policlubs.

MAYAN CUTTER

Contacts	Data Search	Information
0	0	I think they're playing Underworld 93 tonight.
1	3	Wasn't that the serial killer cutting up metas last year?
2	6	There's been some new killings in the screamsheets. Nobody is saying it yet, but word on the street has it that the Cutter's back. Some say they caught the wrong guy, some say it's his spirit, some a copycat. This guy I know over in Redmond swears that the Cutter came back as a cyberzombie.
3	10	Yeah, he was killing people for over two years. Lone Star couldn't catch the guy, so Brackhaven used it as one of the reasons to give the contract to Knight Errant. Then they waltz in and catch him in less than a month? Made a lot of folks wonder about that, especially if he's back again.

SHAWN WALKER

Contacts	Data Search	Information
0	0	Frag off and die.
1	3	Walker was bad news. He was a violent racist who ran with Humanis.
2	6	By racist, I'm not just talking meta-human racism. He was an old school, hates you because you're born the wrong color racist. Of course, he hates metas too.
3	10	He was ex-UCAS Special Forces. I heard he was kicked out after the tussle in Denver during the Year of the Comet. He had captured some Azzies, and was torturing them.
4	18	He had some bleeding-edge 'ware. He was the last Mayan Cutter.

CAST OF SHADOWS

WILLIAM MACCALLISTER

William MacCallister has only been in the Seattle scene for a few years, but he's by no means a stranger to the shadows. He spent the majority of the '50s and early part of the '60s as a decker before finally retiring. However, they say that no shadowrunner ever really retires, and he was no exception. When his children decided to move to Seattle and get into the family business for themselves, he decided to follow and set up shop as a fixer, using his contacts and experience to help them.

William is an aging ork who always looks like he's not had enough sleep. He doesn't wear a suit, instead opting for "biker casual" with jeans, t-shirt, and a leather motorcycle jacket. He has a pair of chrome datajacks in his right temple. William is fond of saying that he's "getting too old for this drek", and quite often uses outdated street slang like "frag", "hoop", and "chummer". He has a relaxed demeanor, though he's direct and to the point with anyone he works with. He doesn't play games, treats those he deals with fairly and with respect, and demands the same in return (see also p. 86, *Street Legends*).

B	A	R	S	C	I	L	W	Edg	Ess	Init	IP	Arm	CM
8	4	5 (8)	6	5	4	6 (9)	4	6	3.5	9 (12)	4	8/6	12

Active Skills: Athletics skill group 4, Automatics 4, Automotive Mechanic 3, Close Combat skill group 4, Computer 6, Cybercombat (IC) 6 (+2), Data Search 6, Dodge 5, Electronic Warfare 6, Etiquette (Matrix) 5 (+2), First Aid 3, Hacking 6, Hardware 6, Heavy Weapons (Assault Cannon) 5 (+2), Leadership 4, Longarms 4, Negotiation 5, Perception 4, Pilot Ground Craft 4, Pistols (Revolvers) 5 (+2), Software 6, Stealth skill group 4

Knowledge Skills: 20th Century Sci-Fi 13, Chicago Area 14, Chicago Street Gangs 13, Comic Books 13, Computer Hardware 14, Computer Software 15, Corporate Security 13, Insect Spirits 15, Matrix Security 15, Ork Underground 13, Seattle Area 12, Police Procedures 12, Seattle Street Gangs 11, Seattle Politics 13, Shadowrunner Lore 15

Languages: English N, Sioux 3, Japanese 3, Spanish 2

Qualities: Aptitude (Hacking), Exceptional Attribute (Logic), Allergy (Moderate, Gold)

Augmentations: Datajack x2, Cerebral Booster 3, Encephelon 2, Math SPU, Mnemonic Enhancer 3, Synaptic Booster 3, Simsense Booster, Smartlink (all Betaware)

Commlink: System 9, Response 8, Firewall 10, Signal 7, Armor Case 10, Biometric Lock (electro shocker), Customized Interface, Hardening 6, Simsense Accelerator, Response Enhancer 6,

Programs: Analyze 8, Armor 10, Attack 10, Black Attack IC 10, Black Hammer 10, Blackout 9, Bio-Feedback Filter 8, Browse 6, Command 7, ECCM 7, Edit 6, Empathy 6, Encrypt 6, Exploit 6, Medic 6, Scan 8, Sniffer 6, Stealth 10, Track 6

Gear: armor jacket, 2 Ruger Super Warhawks w/ 4 speed loaders and APDS ammo, AR contacts (w/ thermo, image link, vision mag, vision enhancement 3), Panther Assault Cannon

Weapons:

Ruger Super Warhawk [Heavy Pistol, DV 6P, AP –6, RC —,

6(cy), w/ APDS ammo, custom grip, biometric lock (immobilization), smartlink]

Panther Assault Cannon [Assault Cannon, DV 10P, AP –5, RC 1, w/ custom grip, biometric lock (immobilization), smartlink]

THEODORE "TOSH" ATHACK

Tosh is a Knight Errant detective, a troll, and not the cleanest officer on KE's payroll. Tosh likes to say that KE's retirement plan sucks, so he's always looking to pad his nest egg. In return, he can help make minor infractions "slip through the cracks" or hook someone up with some info on a case, so long as it doesn't put his job in jeopardy.

Tosh is a bit of a thug. A big troll, he stands almost a full 3 meters high and has horns like a bull, making him look a bit like a classic minotaur. He knows that trolls are expected to be stupid and will play on the stereotype. He's been frequently cited for excessive force and even brutality on the job, but he's proven himself valuable enough to the department that he's avoided demotion or suspension thus far.

B	A	R	S	C	I	L	W	Edg	Ess	Init	IP
9	4	4(5)	9	3	4	2	3	3	3.7	9	2

Active Skills: Automatics 4, Blades 3, Computer 2, Clubs 3, Data Search 3, Dodge 4, Intimidation (Physical) 4 (+2), Longarms 4, Perception 4, Pilot Ground Craft 2, Pistols (Semi-Automatics) 5 (+2)

Knowledge Skills: Crime Syndicates 5, Knight Errant Politics 5, Police Forensics 4, Police Procedures 6, Seattle Area 6, Seattle Gangs 5, Street Rumors 5,Urban Brawl 5

Augmentations: Cybereyes [Rating 2, w/ image link, flare compensation, low-light vision, smartlink, thermographic vision, vision enhancement 3), wired reflexes 1

Gear: armored jacket (8/6), commlink (Hermes Ikon w/ Iris Orb)

Weapons:

Ares Predator IV [Heavy Pistol, DV 6P, AP –2, RC —, 15(c), w/ concealed holster, 2 extra clips of ammo]

SR5

William MacCallister

B	A	R	S	W	L	I	C	Edg	Ess
8	4	5 (8)	6	4	6 (9)	4	5	6	4.11

Initiative: 9(12)+3D6

Condition Monitor: 12/11

Limits: Physical 10, Mental 7(9), Social 7

Armor: 12

Active Skills: Athletics skill group 6, Automatics 7, Automotive Mechanic 4, Close Combat skill group 6, Computer 11, Cybercombat (IC) 11 (+2), Electronic Warfare 11, Etiquette (Matrix) 9 (+2), First Aid 3, Gymnastics 4, Hacking 12, Hardware 10, Heavy Weapons (Assault Cannon) 8 (+2), Leadership 6, Longarms 6, Negotiation 8, Perception 7, Pilot Ground Craft 5, Pistols (Revolvers) 8 (+2), Software 11, Stealth skill group 6

Knowledge Skills: 20th Century Sci-Fi 4, Chicago Area 5, Chicago Street Gangs 4, Comic Books 6, Computer Hardware 5, Computer Software 9, Corporate Security 4, Insect Spirits 10, Matrix Security 10, Ork Underground 8, Seattle Area 3, Police Procedures 3, Seattle Street Gangs 2, Seattle Politics 4, Shadowrunner Lore 9

Languages: English N, Sioux 3, Japanese 3, Spanish 2
Qualities: Aptitude (Hacking), Exceptional Attribute (Logic), Allergy (Moderate, Gold)
Augmentations (all betaware): Cerebral booster 3, datajack x2, mnemonic enhancer 3, synaptic booster 3, smartlink
Gear: Armor jacket, contacts [Rating 3 w/ image link, thermographic vision, vision magnification), DocWagon Gold contract (1 year), Fairlight Caliban commlink (Device Rating 7, w/ hot-sim module), Fairlight Excalibur cyberdeck equivalent (Device Rating 6, 9/8/7/6, program slots 6, w/ all programs available, mounted inside a 2050 Alpha Allegiance cyberdeck case and worn strapped to left arm)
Weapons:

Ruger Super Warhawk (2) [Heavy Pistol, Acc 4 (7), DV 9P, AP –6, SS, RC —, 6(cy), w/ APDS ammo, smartlink, 4x speed loaders]
Panther Assault Cannon [Assault Cannon, Acc 5 (7), DV 17P, AP –6, SS, RC —, 15 (c)]

Theodore "Tosh" Athack

B	A	R	S	W	L	I	C	Edg	Ess
9	4	4(5)	9	3	2	4	3	3	3.7

Initiative: 7+2D6
Movement: 8/16/+1
Condition Monitor: 13/10
Limits: Physical 11, Mental 4, Social 5
Armor: 12
Skills: Automatics 6, Blades 4, Computer 3, Clubs 4, Gymnastics 4, Intimidation (Physical) 6 (+2), Longarms 6, Perception 6, Pilot Ground Craft 2, Pistols (Semi-Automatics) 7 (+2)
Augmentations: Cybereyes [Rating 2, w/ flare compensation, image link, low-light vision, smartlink, thermographic vision, vision enhancement 3) wired reflexes 1
Gear: Armor jacket, Hermes Ikon commlink (Device Rating 5)
Weapons:

Ares Predator V [Heavy Pistol, Acc 5(7), DV 9P, AP –2, SA, RC —, 15(c), w/ 2 spare clips]

Special Thanks to Michael "Big Bird" McCoy for providing detailed information on fire science and reminding us that people are flammable and can be referred to as "Screaming Class Alphas." Semper Fi Devil Doc and Cpl. Brad Worthington for providing information on CBRN response.

ADVENTURE BACKGROUND

This mission places runners at a pivotal event, a moment in history from which hangs the future of an entire society. Their decisions will help define the destiny of the Ork Underground—whether it persists as a beacon of metahuman independence or is drowned beneath a rising tide of anti-metahuman sentiment.

The Brackhaven administration has stated a number of times that "The issue of the so-called Ork Underground will be addressed." While these ominous statements have yet to materialize into actual policies, it is clear that the Brackhaven administration is seeking some means of cracking down on the Underground, which they seem apparently extra anxious about now that Proposition 23 has passed, making the Underground an official district of Seattle. That action means that dissolving the Underground completely is politically out of the question, but robbing the Underground of its independence is certainly possible.

ANATOMY OF THE ORK UNDERGROUND

Whole books are available on the Matrix about the architecture of the Ork Underground and an Evo subsidiary recently ran a wildly popular reality show, *ORK SIZED! Life Beneath Your Feet,* about the daily trials and tribulations at the Big Rhino Restaurant, famed gateway to the Underground. The Ork Underground began as a refugee camp but evolved into a thriving district beneath the streets of Seattle. There is no central theme to the Ork Underground, as there has never been any sort of planning commission. The Skraacha have attempted to unify and upgrade the Downtown tunnels but any tunnel in the Underground is as unique as the individuals who reside within them.

The Underground is roughly divided into the following sections:

- **Downtown Ork Underground:** This is the section that houses the largest population and does the most legitimate business. The population here is generally tolerant of topsiders, provided they stick to the major areas like the Bazaar and Goblin Market. Downtown is the core of the Ork Underground and home to the power base of the Skraacha. The Bazaar is the most tourist friendly region and is easily accessed from the Big Rhino. The Goblin Market is the runner equivalent to the Bazaar and is accessed via the Lordstrungs entrance. The events of *Ashes* take place in and around the Lordstrungs entrance.
- **Outlying Districts:** Most districts, notably Redmond, Auburn and Puyallup, have underground inhabitants who identify themselves as part of the Ork Underground. These Outer Underground districts are connected to the Underground proper via a series of intentionally poorly documented tunnels and natural passages. Years of digging have enlarged some of these tunnels to accommodate regular traffic. Residents of Puyallup have made their home in abandoned lava tubes. These areas have become popular staging points for the Cascade Orks. Smuggling, cooking drugs, and other such activities make residents of this area paranoid and hostile towards most topsiders.
- **The Tunnels:** The Tunnels are how residents of the Underground refer to the warren of mostly undocumented passages that connect the Outer Districts with Downtown and the Underground in general with the outside world. While years of habitation have rendered the Ork Underground fairly safe, the Tunnels are a different manner entirely. Beyond the usual assortment of ghouls, devil rats, and hungry paracritters, the tunnels are also home to people who do not fit in with even the most inclusive communities of the Underground. People who choose to live in the Tunnels tend to have a few screws loose or have sworn off contact with the world. They also tend to be self-sufficient, totally adapted to life beneath the earth, and hostile to outsiders. Stories about the Tunnels are often outlandish, speaking of cannibal cults, secret corp laboratories, long-dead races, and toxic shamans. But if even a fraction of those

INCOMING FEED.....

stories are true, the Tunnels are hardly a "runner highway" as so often depicted in the trids.

Until recently, there has been someone with the title of mayor of the Underground, but the title has been largely ceremonial. With the passage of Proposition 23, the title is going to hold some actual power, which means people both aboveground and below are scrambling to grab hold of it. Until the election takes place, though, the real power in the Ork Underground resides where it has been for a long time—with the Skraacha who have done a commendable job keeping the entire place from flooding, collapsing, burning, and generally descending into chaos better associated with an area like the Barrens. The Skraacha mellowed with age, particularly as their senior ranks tend to be filled with retired runners looking for a quiet, stable place to hide their loot. Underground culture has its quirks, but people tend to look out for the well being of the community. The Skraacha have built significant credibility defending and investing in the Underground and residents welcome their mediation during conflicts.

The economy of the Underground is historically smuggling-based, although "commuter culture" emerged as an alternative in the last decade. Topside companies appreciate the Underground because it provides fairly safe, low-cost housing for many of their blue-collar workers. As a result, the population of SINners residing in the Underground has increased in the last decade. This population of workers encompasses everything from sanitation technicians, to utility workers, to soykaf barristas trying to put themselves through UW. These working stiffs create a significant, stable market for food, clothing, and housing. This in turn gave rise to homegrown business ventures aimed at satisfying their needs. The money may be nowhere near what you make pushing drugs, but you are certainly less likely to get shanked if you close up early.

The Underground has not gotten entirely out of the smuggling game. The Skraacha has transitioned from actively moving stolen goods to securely warehousing them in the Underground's tunnels. This turns a profit without the dangers associated with smuggling. The Skraacha will take goods from any group willing to abide by their rules, namely that the goods go into the Underground and only the Skraacha know where they are kept. This shadow bank is far too useful for organized crime to ignore, and the Skraacha leverage this position when making negotiations. No group is willing to lose access to the Underground, nor do they want to lose whatever is currently stored there.

MISSION SYNOPSIS

The runners are contacted via their fixer and informed that they need to meet Ms. Johnson for a short-fuse assignment. They are informed this is to be a quick courier job and that they should come "ready to work." The runners arrive at the Lordstrungs entrance to the Ork Underground during the early-morning commuter rush. Pushing through heavy foot traffic, they make their way to a soykaf shop just off the Goblin Market.

Ms. Johnson, Vandana Rao Bat'djoto, is a senior member of the Skraacha. She would like to contract the runners to courier a package to a member of the Stonecutters Guild. Additionally she would like to retain them for other services dependent on the

response to her message. To this end she offers them a substantial down payment of fenced gear. Before negotiations can continue, an enormous blast rocks the Underground. Dust and smoke pour into the café and the crowd surges forward, attempting to escape the tongues of flame billowing across the vaulted ceiling of the Goblin Market.

The basic choices:

- They can help the Skraacha fight the firestorm threatening the Underground. Bat'djoto will attempt to hire them for this purpose, or
- They can make a run for the exit although there are hundreds of like-minded souls slowing that path to a crawl.

Option 1

If the runners stay and fight the fires, they run the risk of death. Completely suppressing the fire is impossible, but containing the local damage and preventing it from spreading into the housing area is within the runners' means. Several solutions are available, and teams that exploit all of them will save the most lives and property.

If the runners are at least partially successful in containing the fire, they find themselves trapped in the Underground by Knight Errant and Metroplex Guard units. These elements have barricaded the known exits of the Downtown Underground under the pretense that radical ork terrorists have released a biological weapon. Barricades are erected at major exits, drone patrols have been assigned to businesses, and wireless jamming is directed into the Underground.

In the aftermath of the fire, an ork and a troll engage in a heated argument near the now-barricaded exit. The runners are able to quickly surmise the gist of the disagreement. The troll is a local ganger advocating a mass rush on the barricades under a thinly veiled "They can't get us all!" argument. The ork is a local religious leader organizing a peaceful mass walkout. Before runners can decide if or how they should intervene, they are approached by wounded foot messengers carrying an emergency fiber optic communication line. The messengers provide a link with Bat'djoto, who wants the runners to protect the survivors at the barricades. An unidentified group (an Alamos 20K death squad)—the same people who attacked the messengers—are moving in the direction of the barricades, and the runners must do everything in their power to stop them, preferably without setting off a panic. The runners must now deal with the mob as they see fit as well as stage an ambush for incoming hostiles.

Option 2

If fighting the fire becomes impossible, fleeing may be the only option. Even though running is always a possibility, the tight timetable of this scene means that the window for the "best" solution may have passed. If the runners delay getting to the exit, they will be unable to stop the crowd from panicking and rushing the exit.

If the runners escape, the Underground burns and Bat'djoto dies attempting to save the community she loves. The senior member of the Stonecutter's Guild, Brian Reynolds, contacts the runners seeking to hire them to intercept a suspected death squad in the Underground. He has bribed the appropriate parties, and the runners can access the Underground without incident. Runners will be unable to affect the decision of the mob but can still prevent the death squad from slaughtering the survivors and triggering a stampede.

There are many variables in this mission, and it will be up to the gamemaster to sort how it all plays out. The ideal conclusion involves runners siding with the ork and rallying the people into a peaceful, media-friendly walkout. Concurrently they lay an effective ambush that eliminates or drives off the Alamos 20K death squad. Strictly speaking though, they only need to neutralize the Alamos 20K operators to get paid. A detailed breakdown of the endgame is featured in (**Scene 4: Ashes**).

SCENE 1: NOT ENOUGH TIME

SCAN THIS

Things are in motion in the underground. Skraacha are trying to work with the Stonecutters Guild to make life better. Unfortunately others are working against them.

TELL IT TO THEM STRAIGHT

Your commlink buzzes; despite the time (6:30 a.m.), you amazingly answer it in two rings. You are quite tired. Your fixer informs you that he has a short-fuse run that needs attention. You have a Ms. Johnson to meet in the Ork Underground at 7:15. Best bet would be entering through the Lordstrungs entrance. At the meet you'll get more details and arrange payment.

BEHIND THE SCENES

The contact is Bat'djoto, a high-ranking Skraacha member. She is on a tight timetable to get information to Brian Reynolds. She needs unknowns to limit outside interference. And she needs them now.

DEBUGGING

Play up the urgency of the meet and the short time span to get there. This is supposed to be a simple meet and should be stressed as such. If the players try to push back the meet time or otherwise delay their arrival, be sure to highlight that this job is "short fuse" and that Ms. Johnson will likely contract other runners should the players be unable to make the meet on time. If they miss the meet it is possible to feed them back into the scenario. Skip ahead to **Scene 4A: Alternative Embers**.

SCENE 2: COMMUTER TRAFFIC

SCAN THIS

The runners arrive at a short-notice meet in the Ork Underground. Ms. Johnson is Vandana Rao Bat'djoto, a prominent figure in Ork Underground politics. Negotiations are interrupted by an explosion deep in the Goblin Market section of the Underground.

TELL IT TO THEM STRAIGHT

You enter the Underground via the Lordstrungs entrance, a triple-troll-wide stone staircase to the side of a nearby transit terminal. Early morning foot traffic is heavy, as a stream of

blue-collar metahuman workers plod up the stairs and off to service jobs throughout the city. Descending deeper, you thread your way through a sea of sanitation engineers, mechanics, housekeepers, and a shocking number of cheap suits with company loyalty pins. The haze of corporate-sponsored AR spam fades away but is replaced by guerilla spam running on the Underground's eclectic wireless network. Several of these nodes offer to provide you with "Handsome Sarks Dog-Friendly Ork Tours!" or "Complimentary Attractions Map!" or more pragmatically, "You are now entering the Ork Undergound, please review the following rules or we'll kick your hoop back topside. – The Skraacha."

The Goblin Market is packed with third-shift commuters hoping to grab a hot meal before heading home. The market occupies a cavern nearly two stories tall. Most of the tourist-friendly shops are still closed at this hour, but a staggering selection of food stalls and stands do a brisk business. The heady odor of curry freely mingles with the spicy-sweet smell of barbeque, both of which are accented with the aroma of strong soykaf. The directions take you toward the soykaf, and you find yourself at "Beans Outta'Bulldog," a soykaf shop carved into the tunnel wall. To the left of the door is a "storefront," actually the rear half of a late-model GMC Bulldog Step-Van cemented into the wall. The interior of the van has been converted into a massive soybean roaster, relying on one of the Underground's many ventilation shafts to handle the exhaust. The van's rear doors are thrown open, and a perky ork girl peddles bags of freshly roasted soykaf and baked goods.

A staggeringly large troll dislodges himself from a nearby wall and lumbers over to your group. His gray jacket with brown armband identifies him as a member of the Skraacha; the badge hanging from the front also helps, and he politely opens the door for you. He offers a yawning tusk-filled smile while motioning you inside.

BEHIND THE SCENES

Most of the AR spam is just that, spam of the worst degree. Unwise runners will undoubtedly be contending with some malware or other digital nuisance. The Skraacha AR node is little more than a prerecorded stream of wireless data burned onto an optical chip with zero functions besides broadcasting the message. This was presumably done to prevent digital graffiti from creeping into the welcome message. The message itself is the usual litany of "Don't steal, don't start fights you can't finish quietly. Do pay people what you owe them. Keep your drug habit or fetish behind closed doors, etc." The only things that stick out are a fairly strict injunction against wandering into "residential" areas without an invitation and an overall tone of "Don't be an asshole and we can all get along just fine, okay?" There is a simple map of the surrounding area, although it does little more than point out exits and the general location of some of the bigger businesses. The phrase, "This isn't a ghost-be-damned zoo so keep your cameras down or we'll take them away" is worked into the map.

Lighting in the Goblin Market is bright enough to read by, but the tunnels leading off from it are not and will be difficult to spot with unaided eyes (–2 dice pool modifier). Runners with some form of thermographic vision will find these areas have exposed heat sources, such as steam pipes, laid out to help guide inhabitants.

Superficially this is a standard meet in the meat. The enormous troll who shows the runners in is Bat'djoto's chief lieutenant, Tarrik. He deflects questions by playing the part of the dumb muscle. While unnervingly warm and polite, he'll come down on the runners like a brick wall should they act aggressively, rudely, or otherwise antagonize Bat'djoto (p. 58). His response will be proportionate to the action taken against his boss. Bat'djoto is hiring runners because she feels they are best equipped to deliver her message to Brian Reynolds in the Stonecutter's Guild. The "message" is a trinket from their youth, a cracked optical chip containing an equally ancient Ganesh-themed maglock hacking utility. To Reynolds this chip is a symbol of the Skraacha's willingness to begin serious negotiations for needed repairs and renovations; it also conceals an encrypted file with the specifics for a meeting between the two groups. Additionally, this trinket has a personal meaning, as it signifies Bat'djoto is willing to forgive years of bad blood and entertain thoughts of rekindling their romance.

Bat'djoto is sitting in an alcove near the back of the shop, partially concealed behind the bulk of the step-van-turned-roaster. Her manner is direct and she wastes little time with pleasantries. She immediately acknowledges that this mission has potential dangers, alluding to the fact that there are people who would prefer to see the Ork Underground "snuffed out in the darkness." However, she is willing to offer the team a substantial down payment in smuggled gear. If the runners appear interested, she will begin to outline where they can reach Reynolds (he has an office near the university district). This scene is just a setup to lull the players into a false sense of security before the real adventure begins. Gamemasters may end this scene whenever they feel it will shock the players the most.

DEBUGGING

The fire should breakout before any dice are rolled for negotiation and before the discussion of money comes up. Runners who only insist on talking pay before even hearing about the run will anger Bat'djoto an incur a –2 Negotiation modifier. If you must throw some numbers around use **Picking Up the Pieces** as a guide.

Do not allow the players to engage in endless Q&A or begin serious negotiations. They go in, sit down, and have their world turned upside down. Immediately after the explosion (the beginning of **Scene 3: Fire On The Deep**), Bat'djoto will attempt to hire the runners to help fight the fires.

If the players attack Bat'djoto, her bodyguards (hidden amongst the soykaf culture crowd) will attempt to incapacitate or kill the entire team. Bat'djoto's stats can be found in **Cast of Shadows**, while the bodyguard stats are below.

Game Information

SR4A

Bat'djoto's bodyguards (Professional Rating 4)

B	A	R	S	C	I	L	W	Ess	Init	IP	Arm	CM
4	5	4	3	3	4	3	4	6	8	1	8/6	11

Skills (Dice Pools): Athletics skill group 9, Blades 7, Dodge 8, Firearms skill group 9, Intimidation 7, Perception 7, Unarmed Combat 8
Gear: Armor jacket
Weapons:
Defiance T-250 [Shotgun, DV 7P, AP -1, RC —, 5(m), w/ integral smartlink, infrared flashlight, and regular ammo]
Shock Glove [Unarmed, DV 5S(e), AP -half]

SR5

Bat'djoto's Bodyguards (Professional Rating 4)

B	A	R	S	W	L	I	C	Ess
4	5	4	3	4	3	4	3	6

Initiative: 8+1D6
Movement: 10/20/+2
Condition Monitor: 10
Limits: Physical 5, Mental 5, Social 6
Armor: 12
Skills (Dice Pools): Athletics skill group 9, Blades 7, Dodge 8, Firearms skill group 9, Perception 7, Throwing Weapons 6, Unarmed Combat 9
Gear: Armor jacket
Defiance T-250 [Shotgun, Acc 4(6), 10P, AP -1, SS/SA, RC —, 5(m) w/ integral smartlink and infrared flashlight]
Shock Glove [Unarmed, Acc Phys, DV 8S(e), AP -5]

SCENE 3: FIRE ON THE DEEP

SCAN THIS

The Ork Underground is burning, and the runners only have moments to decide on their next course of action. Knight Errant SWAT units are bearing down on the major exits, with the Metroplex Guard close behind. Bat'djoto will try to hire the runners to fight the fires. Runners may also completely ignore Bat'djoto and attempt to escape the Underground.

TELL IT TO THEM STRAIGHT

Before Bat'djoto can continue, an explosion rocks the Underground, sending cups and patrons clattering to the floor. Overpressure causes your ears to pop painfully while a cloud of choking smoke and dust instantly fills the room with haze. After the blast, there is a moment of eerie silence, which is broken by a dull rumble that grows into a crackling roar. The lights convulsively

flicker for a few seconds before failing completely. Nearby, one of the Underground's many ventilation shafts kick into overdrive, forcing fresh air into the suffocating darkness. Screams echo down the tunnel as the temperature spikes.

BEHIND THE SCENES

The area the runners are in is a tunnel as wide as four-lane street. The ceiling is around three to four meters high. Numerous side tunnels run off the main tunnel at irregular intervals, and the actual shops are either hollowed out of the tunnel wall or shanty stalls. This main tunnel is organized in the following way: Residential District => Exit => Goblin Market => Ork Underground. The fire is coming from the Ork Underground and will burn all the way to the Residential District unless the runners save the day. It is helpful to think of each of these areas as a scene. The Residential District is flooded with people trying to get to the exit before the fire reaches it. The exit is crowded by residence trying to push their way out.

This is an open-ended scene with any number of solutions. The information available to the runners, as well as some suggested actions, is broken down into several charts. Have the runners make appropriate Perception Tests but do not allow the scene to bog down into a number-crunching session. In game, runners only have a minute or two for deliberation and five minutes to successfully resolve their situation before burning to death. Players can be afforded a bit more time, but keep it moving! Successful actions should extend their time until the fire arrives.

It is possible for players to choose to do one thing but then switch to another. However, their options will narrow as the scene progresses. For instance, if the runners decide to fight the fire but fail miserably they may attempt to flee. Because they took time to fight the fire no one was able to calm the crowd or direct the Knight Errant rigger. Because of this, the crowd will turn into a panicked mob and rush the exits. It is possible that a skilled team can overcome multiple obstacles but keep careful track of time to prod the action along with the specter of fiery death. Rules governing an untimely demise by fire can be found on p. 164, *SR4A*, or p. 171, *SR5*). The fire will do 8P damage to anyone unwise enough to get caught directly in the flames.

Game Information

FIRE DAMAGE

Treat fire damage as Physical damage, but Impact armor only protects against it with half its value (round up). Objects hit by a Fire damage attack are at risk of catching fire. Make a damage resistance test using the item's Armor x 2 (see *Barriers*, p 166, *SR4A* or p. 197, *SR5*) or just Armor if they are vulnerable to the effect. Gamemaster discretion as to what requires a test; generally any item with a (modified) Armor rating of less than the Fire DV has caught fire.

As a final note, it is entirely possible that the runners want nothing more than to see the dirty orks and trolls burn in the righteous flames of the racial purity. The Underground is burning and most people, even the Skraacha, are more interested in fleeing the flames than tangling with a team of wigged-out runners. Dedicated genocidal players could have a field day mowing down civilians, stealing anything that isn't nailed down, and generally making the disaster a horrifying holocaust. Remember that a team that decides to kill its way to the exit will emerge in front of a Knight Errant biological warfare team looking to contain and apprehend violent terrorists.

Immediate Actions

Bat'djoto's bodyguards immediately come to her aid, and she calmly directs the runners to the nearest exit. If they do not immediately bolt for the exit she will consider for a moment and offer them a new job: Help protect the people of the Ork Underground from what is shaping up to be a horrific fire. Bat'djoto is in a hurry and will not tolerate drawn-out negotiations. Pay from Bat'djoto is 1,600 nuyen each, with an additional 400 nuyen per hit on Negotiation Test, capped at 3 hits. She will also offer the runners 40 rounds of any ammunition of their choice, Availability 16F or lower.

She will not allow the runners to follow her, explaining that she has duties that cannot be delegated. If the runners insist on trying to help, she will suggest that they assist the Skraacha working on the fire-suppression system. She and her bodyguards will respond with decisive violence should the runners attack or threaten them.

The Astral

Fire, death, and terrified people are turning the astral into a boiling ocean of raw emotions and energy. The local background count is 1 and astral perception is directly impacted by all the confusion. Should the runners start a massacre, either intentionally or accidentally, increase the background count appropriately.

Meatside

Because of the smoke and lack of lighting, all visual Perception Tests suffer a –2 dice pool modifier. The smoke is a serious problem, and runners lacking an air filtration system will suffer a –3 dice pool modifier on all tests. A makeshift air filter, such as a wet shirt over the mouth, will reduce this modifier to –2.

TEAM OPTIONS

Take the Fire!

If the runners wish to assist the Skraacha "firemen" (they do not have any sort of formal training, they just do not want their homes to burn down), they have five minutes before the fire overruns them. Partial credit can be given for incomplete Extended Tests. Tasks accomplished promptly but half-assed are usually better than doing nothing or only focusing on a single task.

Runners choosing to fight the flames are in for a crash course in fire science. Basic information about firefighting can be garnered from any number of means: Computers + Logic (2) Test (results of a quick Matrix search), an Intuition + Logic (3) Test (runners frantically try to recall everything you know about how fires work.), etc. Players who successfully make the threshold learn the following:

Fire is most easily described with the fire triangle. Each side of the triangle is an element required for combustion to begin or

continue. These elements are: heat, fuel, and an oxidizing agent (most commonly oxygen). Each of these elements must be present for a fire to exist. Killing a fire requires removal or suppression of at least one of these elements. A pertinent example: Right now the tunnels of the Underground are filled with plenty of fuel (stores, wares, people) to sustain a fire; the initial blast created enough heat to ignite this fuel, and the abundance of air from the ventilation system is providing a steady stream of oxygen allowing the fires to burn much hotter than they would on the surface.

Remember: People are screaming fuel.

To completely contain the fire, the following three elements must be addressed:

- The heat in the system must be reduced; this is most effectively done by activating the Underground's fire-suppression system.
- The fuel must be removed, either by making a firebreak or water logging everything. There are two main sources of fuel: The foam sound baffling that covers the walls and ceiling and the stalls that clog the market. The baffling material is supposed to be fire retardant, but for whatever reason it is bursting into flames and falling in great chunks onto the people below. The stalls were clearly built without regard to any sort of fire code and have been assembled from everything from painted wooden pallets to scrap densiplast. Other examples of fuel: People, their gear, cooking oil and propane from the food stalls, trash, exposed electrical wiring, the hodgepodge of PVC piping that people use for waste removal, etc.
- Finally, runners must gain control of the ventilation system so that it can no longer pump the flames into a full firestorm.

Even if they complete these tasks quickly, be sure to point out to the team that it takes about an hour of continuous work to get the fire completely under control. This description is to allow appropriate pacing between this scene and the next.

The Tunnel outside the Soykaf Shop

- The fire is progressing toward the Goblin Market and will push the runners up toward the exit. Behind the exit is a series of tunnels containing what amounts to residential housing. The Lordstrungs entrance is the primary means to evacuate that area. If the runners fail to stop the fire, it will prevent hundreds of people from escaping. The runners may be reminded that they are in the Goblin Market, and most of the vendors have fled leaving behind their wares. It's up to the gamemaster as to whether they can find anything useful or expensive while the tunnel burns down.
- Skraacha "firemen" are unable to activate the fire suppression system, a series of pumps that spray a high-pressure fog of water. The team of five orks and two trolls will work valiantly to get the water flowing, but they flee if they are unable to make any progress before the fire overruns them. These Skraacha are aware of the danger that fire poses to the residential district beyond the Big Rhino exit and will undoubtedly pass this information to the runners. If the runners are particularly successful at fighting the fire, this group will likely stand with the runners until the bitter end. A Leadership + Charisma (5) Test can be made to keep the Skraacha from fleeing; the threshold should be adjusted for successful actions and a solid plan.
- The fire suppression system is showing a cascade of errors ranging from "low water pressure" to "service required." The system was subverted and is useless in its current state. A Hardware + Logic (12, 1 Minute) Extended Test is necessary to physically override the software and activate the suppression system under local control. There are several local boxes running along the tunnel wall, and activating at least three is necessary to prevent the fire from catching the runners.
- Numerous exposed pipes run along the overheads of the Underground. Some of them contain water, some are empty, and some are full of raw sewage. A Perception + Intuition (3) Test should reveal which ones are which. Water pipes are illegally tapped at various points, and breaching them is possible with some well-placed shots. The pipes are Barrier Rating 12 and Structure Rating 4. A critical glitch or random shooting will open a sewage pipe and spray sewage into the tunnel. Raw sewage is flammable, and contact with the fire will quickly engulf the area in an extremely unfortunate firestorm of shit.
- Making a firebreak is a simple but time consuming tactic to contain the fire. Creating a sufficiently wide firebreak requires a Strength + Agility (22, 1 Minute) Extended Test, as runners are grabbing everything vaguely flammable and heaving it away from the approaching flames. Teamwork and the liberal use of summoned spirits may be of great use here. Controlled demolitions may also be used. Critical glitches should be spectacular.

Ventilation System

The Underground has become a forge and the ventilation system is acting as a bellow, pushing oxygen to the fire and driving the temperature up. Fire travels towards positive ventilation (air moving toward it) and runners are currently under just such a vent.

- The node responsible for systemic ventilation control is currently broadcasting the following message: "Ventilation control is regrettably down for repair. Please contact your Ares Support Specialist for further assistance."
- Runners looking to hack the node are in for a bit of a surprise. The node has been hacked by parties unknown and hostile IC is awaiting the runners. The node's Device Rating 4, and it is loaded with a Data Bomb 4. It also has IC loaded with programs equal to its Device Rating, including Armor, Black Hammer, Stealth, Attack.
- The physical box that contains the controls for the ventilation system can be manipulated by making a Hardware + Logic (12, 1 Minute) Extended Test. Sadly the control box is on the ceiling.
- Shutting down the system completely will lead to the untimely demise of the runners and anyone unfortunate enough to be near them. Without a fresh source of air, the fire will quickly consume all available oxygen. Plummeting oxygen levels will render anyone without an internal breathing tank or other apparatus unconscious.
- Reducing the ventilation to normal levels will knock the fire down to a normal fire rather than a blast furnace. Firefighting

efforts can continue, and the time until the arrival of the fire is doubled.

- Once the system has been subverted, runners can write a program (Software + Logic (12, 1 Minute) Extended Test) to regulate the ventilation system and help prevent the fire from spreading towards the runners. The runners can use the system to draw the fire into a different portion of the tunnels by manipulating the rate of ventilation.

Run Away!

Runners attempting to flee the Underground have eight minutes to clear the massive crowd before the fire overruns them. Runners may attempt to find an alternative route out of the Underground, but without knowledge of the Ork Underground (i.e., Local Knowledge of the Ork Underground) they stand a better chance of running in circles, getting hideously lost, or finding several dead-ends. In other words, they are trapped unless one of the runners happens to be a professional Ork Underground tour guide/former Skraacha, etc.

The Lordstrungs Exit

A crowd of approximately 200 people has jammed into this exit and progress has slowed to a crawl. As the fire nears, the crowd will slowly dissolve into a stampede, and anarchy will reign.

The crowd flails about due to general confusion and terror. Calming the crowd is possible through a Leadership + Charisma (4) Test. It is possible to use a different social skill for this task, but standard defaulting rules apply. A teamwork test (p. 65, *SR4A* or p. 49, *SR5*) is wholly appropriate for this task, and good role-playing should provide additional dice pool modifiers.

There are too many people in this exit to simply push through. Either the runners calm the crowd and organize an evacuation or it descends into a stampede. Using violence sets the crowd off, but using *skillful* force will make it possible for the runners to get to the front of the line. In other words, shooting someone in the face will trigger a stampede, but tripping someone, discreetly snapping their neck, or using a silenced weapon might allow runners to get what they want.

Matrix

A Matrix Perception (2) Test will reveal the presence of a Knight Errant rigger (**Christian Capiendo**, p. 61) actively imploring anyone who can hear him to give him access to the Underground's ventilation system local control boxes. If questioned, Capiendo will explain to them that one of the Skraacha hackers is supposed to give him access in these cases, but he is unable to get in touch with his contact.

A Knight Errant security rigger is trying to gain access to the Underground's internal surveillance system. He is running specialized crowd-modeling software that will allow him to organize an effective evacuation by directing the people to alternative exits. He is unable to penetrate the Underground's IC and will beg the runners to help him tap into the Underground's system. Once he has access, the rigger will need at least four minutes to divide the crowd into groups and direct them toward alternative exits.

If the team has a Matrix specialist, they can team up with the Knight Errant rigger to take down the IC and gain access to local IR surveillance cameras. The IC protecting the surveillance node is suspiciously similar to the one protecting the ventilation node.

Alternatively a Hardware + Logic (18, 1 Minute) Extended Test can be made to hardwire a commlink directly into a tamper resistant local terminal. This grants the Knight Errant rigger access but may not provide him with enough time to evacuate the crowd.

The Knight Errant rigger is the sergeant in charge of the initial response team. If the runners successfully assist him, he will ensure that his team is looking elsewhere when the runners make a break for it. With hundreds of people from the Underground already loose in the city, he feels that he has bigger fish to fry.

Game Information

NODE INFORMATION
Device Rating: 4
Data Bomb: 4
IC loaded with programs equal to Device Rating: Armor, Black Hammer, Stealth, Attack

Outside The Lordstrungs Exit

The runners will emerge from the Ork Underground to see a Knight Errant biological warfare response team (CBRN) arriving on scene. The team will try to move very slowly, like astronauts on the moon, in an attempt to keep from kicking up any biological agent. If someone starts shooting they are not going to moonwalk over to cover.

This KE team is operating under the belief that some radical group in the Underground prematurely detonated a biological weapon somewhere in the Ork Underground. The explosion set off numerous secondary fires that are a direct threat to the inhabitants of the Underground. The source of this intelligence is not readily available.

A Knowledge Test of Police Procedure reveals detailed information on the Knight Errant CBRN team; refer to **Debugging**. General information on how the Knight Errant team will respond to the runners can also be found in this section.

If the runners helped the Knight Errant rigger, they will find that his entire team is conspicuously elsewhere when they emerge. They should still be in contact with him, and he will provide directions that will allow them to exit the area without being detained.

If the runners did *not* help the rigger, then he will be on them the minute they get out. If they simply surrender they will be disarmed, asked for identification, and hastily stuffed into the waiting decontamination Citymaster. They will be detained for a couple of hours until they are contacted by Reynolds (**Scene 4A: Alternative Embers**).

PUSHING THE ENVELOPE

This is already a very complicated scene taking place within a very tight time frame. Even so, players may work through these problems quickly or otherwise require additional challenges. Just remember that this is only the halfway mark for this mission; do not bog the game down with a three-hour firefight (unless you are not confined by time and that's the sort of things your players like).

Possible problems to add include:

- The Ork Underground is by no means evacuated by the time the fire reaches the runners. Many people are still trapped in

the ruins of the Goblin Market. Some are too old to move, some were injured in the rush to the exit, and others are just too scared to move. Play to the players' emotions, and use these little tragedies to both flesh out the scene and to provide additional challenge.

- The Goblin Market has many eateries; some of them use propane to cook their meals. Secondary explosions might be an excellent way to remind runners that time is running out.
- A portion of the ceiling collapses. The runners must dodge out of the way or become trapped. Even if they escape harm, the resident of the Underground and Skraacha may not be so lucky. The runners will need to decide if they take time to free the people trapped beneath the rubble.
- Increase the dice pool modifiers from the smoke as the fire draws closer. This should also be used as a way of ratcheting up the tension.
- If there is a dedicated or talented hacker amongst the runners, feel free to increase the device rating and IC programs to provide an appropriate challenge. Just remember that this IC has been left as a booby trap to delay a hacker from fixing the system, not to hold the node indefinitely.
- Deep within the core of the fire is a group of free fire spirits who are taking great pleasure in stoking the flames. Particularly effective teams will certainly attract their attention, particularly if they are channeling extensive magic to contain the fire.

DEBUGGING

Do not hesitate to modify the thresholds or intervals for various tests. As always, good ideas and good roleplaying should modify thresholds or dice pools. Players with a plan should have an easier time than players who simply say "I use my skill on it." This is a nail-biting battle for survival, so make whatever modifications are necessary to get players in that frame of mind.

Below is the information a Police Procedure Knowledge Test could reveal. It should also act as a framework for deciding how the police react to the runners should they try and book it.

Knight Errant CBRN (Chemical, Biological, Radiological, Nuclear) Rapid Response Team (Selected Stats for Vehicles and Personnel Below)

Contacts	Data Search	Information
0	0	Who the hell are they?!
1	3	Not your run-of-the-mill KE patrol. The bunny suits (environmentally sealed suits with internal air supply) mean they're some sort of chemical- or biological-response unit.
2	6	Provide the runners with basic details on the typical response team composition. Teams are usually between five to six members, with a team leader and some drone support.
3+	10+	The runners have detailed knowledge of KE biological warfare response protocols: **1.** The initial team will be focused on reconnaissance and containment. This team has received specialized training in CBRN but it is not their primary duty. Other KE elements will react to the intelligence they provide. If this unit is attacked, KE will respond in kind. If survivors refuse to obey instructions, riot control units will deploy in a tightening perimeter. **2.** After containment they will seek to evacuate survivors to less contaminated areas. Survivors will generally be treated by specially trained KE and DocWagon medical units. Moving patients to local hospitals will only be done in the direst circumstances due to the threat of contamination. The CBRN teams understand that they may not be able to detect every kind of biological agent on scene so they will assume everyone is contaminated until proven otherwise. Once survivors have been taken care of, they will attempt to verify the extent and type of agent used. As modern biological weapons are designed to avoid detection, this process can take hours or days.

The runners emerge just as the initial Knight Errant team is dismounting from their Ares Citymaster (sidebar and p. 349, *SR4A*) fitted with a turret that fires Freeze Foam (sidebar and *Arsenal*, p. 82). The team is led by **Christian Capiendo** (p. 61) and composed of six additional CBRN technicians. Use Lone Star Police Squad Member (sidebar and p. 282, *SR4A*) or Police Patrols (p. 383, *SR5*). Each member is suited up in a Mitsuhama EE Suit (sidebar and *Arsenal*, p. 55) with an integrated hazmat/biological detection kit. In addition to these personnel, the Citymaster also includes two Steel Lynx Combat Drone (sidebar and p. 350, *SR4A*, or p. 466, *SR5*) mounted with LMGs loaded with gel rounds. An additional Steel Lynx is unarmed but modified with manipulator arms and storage to act as the team's utility drone. If the runners choose to fight this squad they have exactly five Combat Turns before a Knight Errant Northrup Wasp (sidebar and p. 348, *SR4A*, or p. 465, *SR5*) arrives on scene to "secure" the area with APDS LMG fire. The runners may choose to surrender as well. The situation is confusing, so the Knight Errant team will do little more than strip obvious weapons, tag the runners, and toss them into the back of the decontamination Citymaster. Refer to **Alternative Embers**, p. 55.

SR4A

Ares Citymaster

Handl	Accel	Speed	Pilot	Body	Armor	Sens
-1	5/30	120	3	16	20	3

Upgrades: Full chemical seal, Life support level 2, Large drone rack,

Steel Lynx Combat Drone

Handl	Accel	Speed	Pilot	Body	Armor	Sens
0	15/40	120	3	4	9	3

Programs: Defense 6, Targeting 6
Weapons: Ingram White Knight [Light Machine Gun, DV 6P, AP -1, RC 5(6), 100(belt), w/ gel rounds]

Northrup Wasp

Handl	Accel	Speed	Pilot	Body	Armor	Sens
0	15/30	130	2	10	6	2

Weapons: Ingram White Knight [Light Machine Gun, DV 6P, AP -1, RC 5(6), 100(belt), w/ gel rounds]

Freeze Foam Rating 6

Features: A riot control measure that is sprayed on crowds as a liquid that quickly hardens, immobilizing anyone caught in it. The Armor and Structure ratings of barriers or restraints created by freeze foam is 6

Knight Errant CBRN Technician (Professional Rating 3)

B	A	R	S	C	I	L	W	Ess	Init	IP	Arm	CM
4	4	4	3	3	4	3	3	6	8	1	3/3	10

Skills (Dice Pools): Clubs 7, Law Enforcement (Professional Knowledge) 6, CRBN (Professional Knowledge) 6, Perception 7, Pistols 7, Unarmed Combat 7
Weapons: Predator IV Heavy Pistol, 5P, AP -1, RC -, 15 (c)

Mitsuhama EE suit

Features: Full chemical seals, Fire Resistance 3, Radiation Shield 6. (Suit has same stats in *SR5*.)

Knight Errant security rigger (Professional Rating 6)

B	A	R	S	C	I	L	W	Ess	Init	IP	Arm	CM
3	4	4(6)	3	2	5	5	3	4.5	9(11)	3	10/8	10

Skills (Dice Pools): Electronics skill group 9, Gunnery 7, Pilot Ground Craft 10, Pistols 6, Perception 8
Augmentations: Control rig, cybereyes [Rating 2, w/ flare compensation, low-light vision, thermographic vision), data-jack, reaction enhancers 2
Gear: Commlink (Device Rating 6)
Weapons:
Ares Predator IV [Heavy Pistol, DV 5P, AP -1, SA, RC -, 15 (c)]

SR5

Ares Citymaster

Handl	Speed	Accel	Bod	Armor	Pilot	Sensor	Seats
2/3	3	1	16	20	3	4	12

Upgrades: Chemical Seal, Life Support (Level 2), Large Drone Rack

Steel Lynx Combat Drone

Handl	Speed	Accel	Bod	Armor	Pilot	Sensor	Seats
5	4	2	6	12	3	3	

Weapon: Ingram Valiant [Acc 5(6), DV 9P, BF/FA, RD 2(3), 300(belt)]

Northrup Wasp

Handl	Speed	Accel	Bod	Armor	Pilot	Sensor	Seats
5	5	3	10	8	3	3	1

Weapon: Ingram Valiant [Acc 5(6), DV 9P, BF/FA, RD 2(3), 300(belt)]

Freeze Foam (Rtg. 6)

Freeze Foam forms a barrier with a Structure Rating of 6.

Knight Errant CRBN Technician (Professional Rating 3)

B	A	R	S	W	L	I	C	Ess
4	4	4	3	3	3	4	3	6

Initiative: 8+1D6
Movement: 8/16/+2
Condition Monitor: 10
Limits: Physical 5 Mental 5, Social 5
Armor: 9
Skills (Dice Pools): Clubs 7, Law Enforcement (Professional Knowledge) 6, CRBN (Professional Knowledge) 6, Perception 7, Pistols 7, Unarmed Combat 7
Gear: Lined coat
Weapons:
Ares Predator V [Heavy Pistol, Acc 5(7), DV 8P, AP -1, SA, RC -, 15(c)]

Knight Errant Security Rigger (Professional Rating 3)

B	A	R	S	W	L	I	C	Ess
3	4	4(6)	3	2	5	5	3	4.5

Initiative: 11+1D6
AR Initiative: 11+1D6
Movement: 8/16/+2
Condition Monitor: 10
Limits: Physical 5 Mental 5, Social 5
Armor: 9
Skills (Dice Pools): Electronics skill group 9, Gunnery 7, Pilot Ground Craft 10, Pistols 6, Perception 8
Augmentations: Control rig, cybereyes [Rating 2, w/ flare compensation, low-light vision, thermographic vision), datajack, reaction enhancers 2
Gear: Lined coat
Weapons:
Ares Predator V [Heavy Pistol, Acc 5(7), DV 8P, AP -1, SA, RC -, 15(c)]

SCENE 4: EMBERS

SCAN THIS

In this scene the runners need to deal with the aftermath of the fire. Large sections of the Underground are burned, and the injured are piling up. The Seattle Metroplex Guard and Knight Errant units have erected barricades at major exits and dropped into a siege stance.

A violent debate breaks out between an ork looking to wage peaceful resistance and a troll who wants to crack some skulls. A tense crowd of survivors mills around the two, waiting for a leader to emerge.

While the runners decide what comes next, a group of badly injured children emerge from a secondary tunnel. They are carrying emergency fiber optic cable for the Skraacha, who are trying to locate and connect any pockets of survivors. The children ran into a group of people who tried to kill them.

Bat'djoto will try to hire the runners to intercept this group and quietly eliminate them. If the runners fail, more people will die today, and the future of the Ork Underground will be shrouded in uncertainty.

TELL IT TO THEM STRAIGHT

Once the fire is contained, the tunnels of the Underground fall eerily quiet. Thick smoke continues to rise from the rubble and banks of it swirl above your head. In the aftermath the world has taken on a gauzy quality, and it becomes hard to judge where sounds are coming from.

Vicious shouting in Or'zet erupts from behind, making you aware of a second group of survivors trickling toward the now-barricaded exit. A ring forms in the center of the mob revealing an enraged troll ganger shouting down at a simply dressed ork. About ten of the ganger's brothers-in-arms work the edge of the ragged circle, trying to stir up support for their leader. Despite the ferocious intensity of the ganger's expletive-laden tirade, the ork has refused to step down, challenging the troll with steady eyes and calm words.

Suddenly, a crashing sound erupts from the other end of the Goblin Market. A half-burned stack of pallets tumbles aside as someone, or something, tries to push open the rusting grate of a access tunnel. Piteous whimpering can be heard between each shocking animal-like snarl of effort.

BEHIND THE SCENES

This scene takes place about an hour after the fire broke out. Even though the quick actions of the runners worked to contain the fire it has taken them this long ensure it is no longer a threat. This scene is broken down into the following sets of problems:

- **The Mob:** The survivors of the fire are terrified and looking for a leader. One side wants to charge the barricades in the hope that at least some of them will survive. The others want to walk out peacefully and force the Metroplex Guard to stand down. Before the runners can start pushing things one way or the other though, they are interrupted by:
- **The Kids:** The Skraacha are trying to link up survivors, and the kids are one of the teams that is running fiber optic cable. They also have orders to put the runners in contact with Bat'djoto should they find them.
- **Choosing Sides:** After the kids have been dealt with, the runners have an opportunity to help decide which plan the mob will go with. But they must balance this against eliminating the death squad.
- **Kill Zone:** Occurs concurrently with Choosing Sides. The runners must find a way to neutralize the death squad.

The Mob

A crowd of around sixty people are milling around with an equal number of injured and dying interspersed amongst them. A second wave of survivors is filtering in from the side tunnels and the nearby residential district now that the fire has been contained. The irate troll, wearing Sons of Sauron colors, is screaming at an ork wearing simple business clothes. The ork is responding calmly but sternly, refusing to be drawn into the fight that the troll is clearly aching for. Several other SOS members are present in the crowd, shouting their support and trying to goad the crowed into backing their boy.

Watching the argument for a few moments it becomes clear what the conflict is. The troll, Vic (p. 60), is trying to incite the crowd into rushing the Metroplex Guard barricades in what could loosely be termed a "They can't get us all!" strategy. The ork, Aziz (p. 59) advocates an entirely different approach. He states that media coverage outside must be intense and that a non-violent walkout will force the Metroplex Guard into standing down. The crowd is desperate and evenly split between the points of view. Vic is seconds away from making Aziz into an impression of an exploding tomato soup can, unless the runners stop him.

The Kids

The Underground is now blanketed by military-grade jammers operated by dedicated Knight Errant and Metroplex Guard spiders. Commlinks can still communicate via line-of-sight infrared, but establishing any sort of long-range communications requires an Electronic Warfare + Logic Opposed Test (use the stats provide at the end of this section). The jammers themselves are Device Rating 6. Thankfully, the surviving leadership of the Underground is sending foot teams to create a hardwire communication network. Unfortunately, many Skraacha are dead or missing, so the leaders have been forced to press children into service.

The group of five ork children, none older than ten, is trying to bust out of the tiny access tunnel that's about half a meter wide and tall. It is almost impossible to discern their gender under the layers of ill-fitting clothes, goggles, and respirators that protect them. The largest and the obvious leader is dragging two children on makeshift litters. The remaining two are armed with decrepit AK-97 carbines slung awkwardly across their backs as they struggle with a giant roll of fiber optic cable that trails behind them into the darkness. All of the children are smeared with fresh blood and even from here, it is clear that one of litter cases is dead.

Provided the runners have not shot a grenade into the tunnel, the leader will announce that he is a representative for the "Ork Underground Emergency Communication Team." He has a direct line to Bat'djoto (The Volcano Woman), who urgently wishes to contract the runners. He also requests the runners' assistance to save his two wounded friends. It is clear that the "Ork Boy Scout" act is his way of coping with a horrific and incomprehensible

situation. Playing along, or at least offering some words of encouragement, will go a long way towards helping him keep it together. If the runners are able to keep the leader talking, they will learn that the fiber optic team stumbled into a group of at least five heavily augmented humans twenty minutes ago. The fiber optic team escaped into the network of access tunnels to confuse pursuit. If the kid is correct, then the death squad was led off the beaten path and is only now getting back into the main passages. Taking everything into consideration he estimates they are five to ten minutes behind him.

Roleplaying Note: The children refer to Vandana as "Volcano Woman." They refuse to elaborate but display a mix of pride for working for someone so powerful, and they have a slightly fearful respect for what she can do.

Bat'djoto

Bat'djoto will attempt to hire the runners to defend the survivors against this unknown group of hostiles. She freely admits that she is at a disadvantage in these negotiations (–3 dice pool for her Negotiation Test). If the runners successfully helped fight the fire and/or evacuate the Lordstrung exit, they will be at a +2 dice pool for their Negotiation Test. She will also point out the runners will have to deal with these guys at some point unless they have a better plan. She may be having a tough day, but she still will refuse to let the runners take her for a ride, and they will make a serious enemy if they push too hard. Pay from Bat'djoto is 3,200 nuyen each for neutralizing the Alamos 20K death squad. The runners can negotiate an additional 200 nuyen for each net hit on the negotiation test, with a cap of 10 hits.

Choosing Sides

Resolving the conflict at the exit occurs concurrently with the advance of the Alamos 20K death squad. Unless the runners are incredibly good, it is unlikely they will be able to sway the crowd prior to dealing with Alamos 20K. Because of this, the runners must either leave someone behind to deal with the mob or defuse the situation long enough for them to deal with Alamos 20K.

Vic will win this argument without runner intervention, as the crowd is terrified and desperate. Simply killing him will set off a riot unless they can take him down quickly; fighting him will start a brawl. He has ten of his gangers with him (use the stats at the end of this section). The runners' best bet is to intimidate him or knock him out in a single round of combat followed by a good Intimidation Test. Alternatively they can try to convince him to join their cause and fight the Alamos 20K operators approaching this exit. At a minimum he will refuse to be convinced for anything less than 2,000 nuyen (standard negotiation rules and modifiers apply).

If the runners try to talk this out, they must first make a Charisma-Linked Opposed Test against the person they want to oppose (either Vic or Aziz). If they are successful they are able to interrupt the other character and grab the attention of the mob. At this point the must make a Charisma-Linked (18, 1 Minute) Extended Test. What Charisma skill they choose to use is largely up to their approach. Waving their gun around and demanding order would result in an Intimidate Test. Lying about who they are and what they're here for would call for a Con Test. Rallying the crowd with a simple, by-the-numbers breakdown would call for a Leadership Test. Good roleplaying should grant dice pool modifiers here.

A truly epic face could turn the crowd on the Alamos 20K death squad, redirecting their fear and rage on these invaders. No simple dice roll should be sufficient to accomplish this; if they want to pull this off, players should be standing on the gaming table screaming Malcom X quotes ("Who taught you to hate yourself?!") with (real or fake) tears of righteous indignation in their eyes. After Alamos 20K is dealt with, the issue of whom to listen to can be resolved.

Kill Zone

The group approaching the runners are Alamos 20K operators (p. 61). Their mission is to flush the crowd into the barricades with a few well-placed grenades and auto-fire. Preventing them from reaching the crowd is the runners' single greatest objective. If they fail to defeat them, or they engage them too close to the mob (gamemaster's call), the mob will panic and rush outside into the sights of trigger happy Metroplex Guard gun positions.

Dealing with the Alamos 20K death squad is the final battle in this mission. Scale it depending on how much time you have remaining. At a minimum, runners should face a fire team of five heavily armed fanatic Alamos 20K operators. Each operator is equipped with a thermite charge sufficient to completely immolate themselves should they die, fall unconscious, or trigger it personally. All the operators are mundane, heavily augmented, and loaded to the gills on combat drugs, They are being accompanied by at least one Force 4 (stats below) spirit that manifests as a blonde-haired angel. This spirit possesses Innate Spell Ignite and Innate Spell Petrify. It has been tasked with assisting the fire team in any way they request.

Unless the runners completely disregard stealth, they should be able to lie in wait for the death squad.

PUSHING THE ENVELOPE

If the runners make quick work of the death squad, you may introduce a "B" team that was shadowing them to make sure the job got done. The "B" team is basically identical to the original team but includes a world-class mercenary sniper sporting a custom rifle (stats below). The sniper doesn't really give a goddamn about the Underground or Alamos 20K, and he will be more than happy to let both teams die hideously if it looks like the runners are too much for them.

DEBUGGING

If the runners decide to shoot the children, they aren't really in for much of a firefight. The children will attempt to defend themselves but they lack real training in either weapons or tactics. No stats are provided; assume they get butchered. If they try to hold the children hostage, Bat'djoto will be unwilling to make a deal, and she will vow to dance on the runners' eviscerated bowels.

If the runners turn down Bat'djoto's offer, they're still stuck in the Underground with a near panicked mob and an inbound Alamos 20K death squad.

SR4A

Knight Errant Security Rigger (Professional Rating 6)

B	A	R	S	C	I	L	W	Ess	Init	IP	Arm	CM
4	6(8)	5(7)	4(6)	5	6	5	6	4.1	11(13)	3	6/4	11

Skills (Dice Pools): Dodge 8(10), Electronics skill group 11, Firearms skill group 9(11), Leadership 10, Perception 10
Augmentations: Control rig, cybereyes [Rating 2, w/ flare compensation, low-light vision, thermographic vision), data-jack, reaction enhancers 2
Gear: Commlink (Device Rating 6), lined coat
Weapons:
Ares Predator IV [Heavy Pistol, DV 5P, AP –1, SA, RC –, 15 (c)]

Sons of Sauron Ganger (Professional Rating 2)

B	A	R	S	C	I	L	W	Ess	Init	IP	Arm	CM
6	4	3	6	2	3	2	2	6	6	1	6/4	10

Skills (Dice Pools): Close Combat skill group 7, Etiquette 5, Intimidation 4, Pistols 6
Gear: One dose of novacoke, lined coat
Weapons:
Ares Predator IV [Heavy Pistol, DV 5P, AP –1, SA, RC –, 15 (c)]

Alamos 20K Spirit of Man

B	A	R	S	C	I	L	W	Ess	M	Init	IP
5	4	6	2	4	4	4	4	4	4	10	2

Skills (Dice Pools): Assensing 8, Astral Combat 8, Dodge 8, Perception 8, Spellcasting 8, Unarmed Combat 8
Powers: Accident, Astral Form, Concealment, Confusion, Enhanced Senses (Low-light, Thermographic Vision), Guard, Influence, Materialization, Sapience, Search, Psychokinesis

Custom sniper rifle
Barrett Model 121 [Sniper Rifle, DV 9P, AP -4, RC (3), 14 (c)]

SR5

Knight Errant Security Rigger

B	A	R	S	W	L	I	C	Ess
3	4	4(6)	3	2	5	8	3	4.5

Initiative: 11+1D6
AR Initiative: 11+1D6
Movement: 8/16/+2
Condition Monitor: 10
Limits: Physical 5 Mental 6, Social 5
Armor: 9
Skills (Dice Pools): Electronics skill group 9, Gunnery 7, Pilot Ground Craft 10, Pistols 6, Perception 8
Augmentations: Control rig, cybereyes [Rating 2, w/ flare compensation, low-light vision, thermographic vision), data-jack, reaction enhancers 2
Gear: Lined coat
Weapons:
Ares Predator V [Heavy Pistol, Acc 5(7), DV 8P, AP –1, SA, RC –, 15(c)]

Sons of Sauron Ganger (Professional Rating 2)

B	A	R	S	W	L	I	C	Ess
4	4	4	3	3	3	8	3	6

Initiative: 8+1D6
Movement: 8/16/+2
Condition Monitor: 10
Limits: Physical 5 Mental 5, Social 5
Armor: 9
Skills (Dice Pools): Close Combat skill group 7, Etiquette 5, Intimidation 4, Pistols 6
Gear: One dose of novacoke, lined coat
Weapons:
Ares Predator V [Heavy Pistol, Acc 5(7), DV 8P, AP –1, SA, RC –, 15(c)]

Spirit of Man, Alamos 20K

B	A	R	S	W	L	I	C	E	Ess	M
6	8	7	3	5	5	6	6	3	5	5

Force: 5
Initiative: 13+2D6
Astral Initiative: 12+3D6
Movement: 10/20/+2
Condition Monitor: 11/11
Limits: Physical 7, Mental 7, Social 8
Skills (Dice Pools): Assensing 11, Astral Combat 10, Perception 11, Spellcasting 10, Unarmed Combat 10
Powers: Accident, Astral Form, Concealment, Confusion, Enhanced Senses (Low-Light, Thermographic Vision), Guard, Influence, Materialization, Sapience, Search, Magical Guard (additional)

Custom Sniper Rifle
Cavalier Arms Crocket EBR [Sniper Rifle, Acc 6, DV 12P, AP -3, SA/BF, RC (1), 20(c)]

SCENE 4A: ALTERNATIVE EMBERS

SCAN THIS

This section is intended for teams that escaped the Underground in **Scene 3: Fire on the Deep** or are otherwise unable to communicate with Bat'djoto. Brian Reynolds, the person they were to courier a message to, will attempt to contact them via the fixer who offered the original job. He will offer them a substantial amount of nuyen to return to the Underground and intercept Alamos 20K operators. They will be unable to affect the nature of the walkout but, if they successfully eliminate the opposition, they prevent it from dissolving into a blood bath.

TELL IT TO THEM STRAIGHT

A priority message from your fixer strobes across your commlink interface. As you answer he sounds out of breath. "Hey, got a Johnson who want to get you back underground one sec." Your fixer is replaced with an image of a dwarf. "Hello, my name is Brian Reynolds. I need to know what happened to Bat'djoto."

BEHIND THE SCENES

The original fixer will insist that they take a call from "an interested party with deep pockets." Upon accepting the call, the runners are greeted by Brian Reynolds, the dwarf they were originally contracted to courier a message to. His immediate concern is the status of Bat'djoto. If the runners have no idea what became of her or they report her dead this will visibly crush him. If not he will be visibly relieved and attempts to contract them for a run into the Underground to intercept a group of what he believes are killers. He will offer the runners slightly better payment than Bat'djoto: 3,200 nuyen apiece. Reynolds is willing to hire the runners over the phone with the acknowledgement that their fixer is vouching for both sides here.

Reynolds is not able to provide the runners with a great deal of detail on the squad. He explains that one of his contacts inserted a few drones (using hardwires and LOS communication repeaters) to look for Bat'djoto. This contact was not able to locate her but spotted a group of heavily armed humans moving towards the Lordstrungs entrance. He provides the runners with low-light footage of the Alamos 20K squad moving through the Underground and shooting up the kids from **Scene 4: Embers**.

He has predicted their route of travel (to the Lordstrungs exit) and will provide the runners with an insertion point along that path. Reynolds has pulled some strings and secured a safe passage into the Underground via a "poorly documented fiber optic trunkline" that has been sold for scrap, unbeknownst to the city. This creates a convenient way for runners to return to the Underground without having to assault a Metroplex Guard barricade. Refer to the section regarding the Alamos 20K ambush after the runners get into the Underground **Scene 4: Embers**.

If the runners are in Knight Errant custody, Reynolds will have made the proper bribes to have them released. A dwarf Knight Errant officer will take them away in his squad car, restore their equipment to them, and put them in contact with Reynolds.

Pay from Reynolds is 3,200 nuyen each for neutralizing the Alamos 20K death squad. The runners can negotiate an additional 200 nuyen a for each net hit on the negotiation test, with a cap of 10 hits. Successfully lying about Bat'djoto being alive may net them an additional dice pool modifier.

DEBUGGING

It is possible, indeed probably logical, that players will be very leery of taking any further jobs in the Underground. Players should not be punished for walking away from this job, and it is reasonable to end the scenario here. If they have been detained by Knight Errant then they will be held for several days before being released. Because so many people were detained, Knight Errant will not question them significantly. This of course will change if the runners attacked Knight Errant or otherwise blatantly broke the law.

SCENE 5: ASHES

SCAN THIS

This final scene illustrates the fruits of the runners' labor. How or if they participate in the walkout is up to them. They may choose to slip out amongst the crowd and disappear during the media frenzy, or they can remain in the Underground, either hiding out until everything blows over or to meeting up with Bat'djoto for payment and debriefing.

TELL IT TO THEM STRAIGHT

The following are screamsheet leads that introduce one of the three general endings. The details of the actual article are up to the gamemaster.

Optimal Ending: "A local religious leader led terrified survivors out of the smoking bowels of the Ork Underground today, said Knight Errant representatives."

Moderate Ending: "Knight Errant and Metroplex Guard units prevented panicked metahumans from overwhelming quarantine barricades earlier today."

Non-optimal: "Riot troops successfully prevented armed militants from breaking out of the Ork Underground today, city officials said."

BEHIND THE SCENES

The conclusion of this scenario is highly dependent on the actions of the runners. The three endings listed here are points on a spectrum of outcomes. Gamemasters should adjust these to fit the peculiarities of their table. How they experience these events depends on whether they choose to take part in the walkout or simply watch it on the news. If they choose to walk out with the survivors, Aziz will request that they discard their weapons and obvious armor.

Optimal: Runners have successfully defeated the Alamos 20K death squad and convinced the crowd to partake in the non-violent walkout. Additionally, if they helped the Knight Errant hacker access to the Underground there will be substantial trideo evidence that helps paint the residents of the Underground as the victims.

What the media covers: A group of terrified refugees led by a fearless local religious leader approach the barricades. Tensions soar, and it looks like the Metroplex Guard may open fire. Suddenly, a courageous Knight Errant officer (Vivian Zukas, p. 60) strides out to

meet the group, interposing her own people between the crowd and Metroplex Guard gunners. With the standoff peacefully concluded, Knight Errant units quickly funnel survivors to waiting medical and relief groups. The issue of what caused the fires remains a hot topic as post-fire analysis reveals a pattern of sabotage. The consensus that emerges is that a metahuman terrorist organization was operating in the Underground and the device they were working on exploded prematurely. However, these investigations fail to explain why this group would sabotage the Underground's systems if they never intended to attack their own home. Knight Errant CBRN teams are never able to confirm or rule out the presence of a biological agent. Knight Errant goes on record stating that they were unable to find any evidence that the weapon that exploded was anything besides a conventional explosive. Public opinion, fueled by Horizon- and Evo-backed media blitzes, swings heavily in favor of the Ork Underground. The prominent members of the Stonecutter's Guild begin quiet negotiations with Ork Underground leaders. Knight Errant is widely praised for their handling of the situation, and public support for them grows significantly.

Moderate: Runners successfully neutralize the death squad but are unable or unwilling to convince the crowd to participate in a non-violent protest.

What the media covers: Understandably angry orks and trolls rush towards the barricades only to be beaten back by riot control measures. The stalemate drags on for hours but public outcry eventually grows loud enough that aid organizations are allowed in earlier than planned. Horizon Seattle subsidiaries launch a series of moderately successful media campaigns to restore the Underground's image but overall support for the Ork Underground wanes. Both Knight Errant and the Metroplex Guard are commended for their efforts in the face of imperfect intelligence. The Metroplex Guard in particular is praised for their restraint and for their efficiency in supplementing Knight Errant units. The Stonecutter's Guild distances itself somewhat from the Underground, adopting a wait-and-see attitude.

Non-optimal: Runners who fail to stop the death squad and/or incited/terrified the crowd into a riot.

What the media covers: A wave of screaming metahumans rush the Metroplex Guard barricades ahead of gunfire and explosions. Believing they are under organized attack, heroic Metroplex Guard and Knight Errant defend themselves with lethal force. Pushing into the Underground, valiant Metroplex Guard troops recover the bodies of several "armed militants" who "intentionally used unarmed civilians as cover for their assault on the Metroplex Guard and Knight Errant." Hundreds, possibly thousands, die in the following days as the public generally believes the official story that some sort of biological warfare attack took place in the Underground. Metroplex Guard CBRN units later seize materials they believe were used in the manufacture of a biological weapon. While no agent is ever recovered, the damage to the Underground's reputation is grave. Public opinion swings heavily against the Ork Underground, and the Brackhaven administration embarks on a series of wildly popular town hall meetings about the "Ork Underground Question." Reversing Proposition 23 is discussed.

If the runners have successfully completed this mission by eliminating the Alamos 20K operators, they will receive their final payments by Matrix transfer.

PICKING UP THE PIECES

MONEY

As agreed upon, each PC has additional pay coming to total up:

- 3,200¥ from Bat'djoto for fighting the fire
- 400¥ per Negotiation hit up to 1,200¥ (as per **Scene 3: Fire on the Deep**)
- 3,200¥ from Bat'djoto or Reynolds for defeating the Alamos 20K death squad
- 200¥ per Negotiation hit up to 2,000¥ (as per **Scene 4: Embers**)

If the optimal conclusion was reached, the runners receive a simple wood token the size of a half-dollar coin. The center is punched out, and it can be worn as a necklace. Embedded within the token is a RFID chip that vouches for the bearer as a "friend of the Underground." This token may be used by runners to enter the Ork Underground and even travel to sections normally sequestered from topsiders.

KARMA

- 1 – Runners successfully neutralize the Alamos 20K operators.
- 1 – Runners successfully evacuate the Lordstrungs exit.
- 1 – Runners successfully resolve the conflict between Aziz and Vic without setting off a riot.
- 2 – Runners completely control the fire by addressing all three sides of the fire triangle.

An additional 1–3 points of Karma may be awarded for good role-playing, a good sense of humor, a solid grasp of the rules, keeping the adventure and action moving, or a particularly insightful action (for *SR5* players, the rewards for this type of good roleplaying is refreshed Edge instead of Karma). Players should earn these, and the full 3 points should only be awarded to the best players. The maximum adventure award for characters that play this adventure is 8.

REPUTATION

- +1–2 Street Cred for saving the Ork Underground (2 points if they reached the optimal ending)
- +1 Public Awareness for attacking the Knight Errant barricades
- +2 Notoriety for going on a killing rampage against civilians at any time during this run.

LEGWORK

When a PC gets in touch with a contact, make a Connection + Connection Test for the contact. The results of this test determine how many ranks of information the contact knows about the question. (Apply die modifiers to this test based upon relevance of the contact to the subject matter.) A PC then makes a test of Charisma + Etiquette + Loyalty rating. The contact will reveal that many levels of information about that topic for free. (Up to the number of hits scored by the contact for that topic.) If

the contact knows more, additional information will require a payment to the contact of 200 nuyen.

If the PCs have worked all of their contacts and are still missing important information, they may request that a contact ask around. If they do so, have the Contact make an extended (Connection + Connection (20 minutes)) Test. Additional information will be available at a cost of 800 nuyen.

A Data Search may also be utilized to gather information from the following charts. They may make an Extended Logic + Data Search Test, limited to a number of rolls equal to their dice pool (p. 58, *SR4*, p. 48, *SR5*). Hits on this extended test may be substituted for hits from a contact, per the standard Data Search chart (p. 220, *SR4*; p. 241, *SR5*).

VANDANA RAO BAT'DJOTO

Contacts	Data Search	Information
0	0	Vana what? Hell man, I can't even pronounce that shit.
1	3	She's a ganger in the Ork Underground.
2	6	She rose to prominence in the Skraacha sometime in the '60s, worked in the Underground for years before that though.
3	10	Her family bought it during the Night of Rage and she ran with the Sons of Sauron for awhile. She left those assholes years ago and became a moderate in the leadership of the Underground. She maintains an awful lot of connections with the topside world and refuses to enforce the isolationist policies of her aging peers. Got one helluva a temper though and I've heard stories ... crazy stories about laughing during a fight so loud that it hurts, sprouting extra arms and breathing fire when she gets into it. Seriously though, it's a strange world out there so who knows right?
4+	18+	She used to bump nobby parts with some dwarf prior to the Dwarf Walkout way back when. He's a senior member of the Stonecutter's Guild now, and there's been talk about publicly asking the Guild to help with major renovations, maybe even a "Reunification," whatever the hell that means. She definitely follows a shamanic path with a decidedly Indian subcontinent bent. Most of those crazy stories are true at some level—she fights like something out of a Bollywood trid.

BRIAN REYNOLDS

Contacts	Data Search	Information
0	0	Doesn't he make AR strategy games?
1	3	Longtime member of the Stonecutter's Guild.
2	6	Recently retired after a successful tenure as the CFO of a utilities repair firm. The firm specialized in sewage and the removal of old fiber optic cabling.
3	10	Outspoken metahuman rights activist who has sunk large amounts of his personal wealth into organizations such as MoM and ORC. His name pops up in numerous new reports about those organizations, typically by providing assistance to families struck by racially motivated tragedy.
4+	18+	He has long advocated reunification with the Ork Underground, an idea that was once pretty radical in the halls of the Stonecutter's Guild. He feels that casting their lot with the Underground is the best way to form a unified front against rising racial prejudice. His position has gained considerable strength following the Brackhaven election and many of the younger members support him.

GENERAL INFORMATION: ORK UNDERGROUND

Contacts	Data Search	Information
0	0	The Underground is a warren beneath the streets of Seattle, a hideout for thieves and killers on the lam from the cops. If you aren't an ork there's little chance you'll be able to get in. Even if you are an ork you'll need to participate in an elaborate ritual to be welcomed into their "tribe." Generally, and there are no guarantees in a place as savage of the Underground, you have to kill and eat an elf baby just to get their attention. It recently became an official district of Seattle, but that's so new it hasn't really tamed it any.
1	3	Just like the name says, a bunch of orks that live underground. It's been turned into a tourist trap these days, especially around the Big Rhino entrance.
2	6	It's actually fairly easy for non-metahumans to get into the Underground, provided you have a guide or stick to the main areas like the Goblin Market or the club scene. Heading down a random side tunnel is about as wise as walking down a random alley, not the best plan ya? The Skraacha are the big players down there and you would be wise to abide by their rules—it's not like they have PanicButtons down there.

3	10	The Ork Undgeround is a misnomer. There are plenty of trolls, changelings, and even dwarfs and humans, living down there. Provided you pay your "taxes" to the Skraacha, you'll be left alone. The Skraacha have definitely mellowed with age. Most of the hard-liners, those that remember the Night of Rage, have died out or burned out their hate over the years. The younger generation is able to enjoy the safety their parents bought with blood and civil disobedience. This, combined with the rising popularity of ork culture, means most of them are pretty accommodating to "topsiders," provided they play by the rules.
4+	18+	Years of benign neglect from the authorities has helped foster a thriving, symbiotic community beneath the streets of Seattle. A decade ago most of the Underground's economy was based around smuggling and the drug trade, but that's been changing. The vast bulk of the Underground is made up of commuters, people who live in the Underground but head topside everyday to work in the 'plex. This steady stream of cheap labor helped the Metroplex get back on its feet post Crash 2.0, even if it pissed off Humanis and their ilk.

STONECUTTER'S GUILD

Contacts	Data Search	Information
0	0	Isn't that a clan on Wizards of the Worlds? Man I love that game!
1	3	One of the oldest dwarf trade groups operating in Seattle.
2	6	The Stonecutters used to be the premier trade organization for dwarfs looking to network and break into various industries. The rise of Artisan's Hall has stolen much of that thunder and they've really fallen off the radar lately.
3	10	The Stonecutter's Guild has steadily lost members to the Artisan's Hall over the last couple of years. Most of these defectors are the old guard like Strouthers, individuals looking to present a cutting edge image of dwarf culture. This exodus has shifted the demographics of the Stonecutter's dramatically in favor of blue-collar members. Stonecutter meetings used to be full of aerospace engineers and biotech magnates. Now their roster is primarily filled with civil engineers, mechanics, plumbers, and contractors.
4+	18+	The blue-collar members tend to be younger and unsaddled by the bitterness of the Dwarf Walkout so many years ago. Relations between the Stonecutter's and the Underground have warmed in recent years. The Underground leadership is looking to invest some of that commuter money into much-needed renovations and improvements. A guy named Reynolds has really been pushing to see that happen, hoping that it'll spur something he calls "Reunification."

CAST OF SHADOWS

VANDANA RAO BAT'DJOTO

Female Troll, Connection 4

Bat'djoto falls in amongst the more radical members of the Underground, the Ork Nationalists. Despite the company she keeps she'd be happy to see the Underground be *effectively* independent—a separate place, not a district of Seattle—rather than pass around nuyen-handjobs until the Underground receives international recognition like the Tír. Her fiery youth with the Sons of Sauron bought her substantial credibility with the radical elements of the Underground, along with the nickname "Volcano Woman." Pragmatic but absolutely dedicated to her cause, she wants to make a better world and she's more than happy to fight to the death for it.

When she uses her magical abilities her spirit mask takes on aspects of the Hindu Durga, a compassionate warrior goddess. Durga is noted for her ferociousness in battle as well as her compassion and humor. Bat'djoto seeks to embody these aspects when she fights and has developed a disconcerting habit of laughing raucously in the heat of battle. Combat spells cast at force levels 1–3 manifest as weapons: trident, sword, bow and arrow, club. At higher force levels her spirit mask develops multiple limbs and her features soften to that of Durga herself.

B	A	R	S	C	I	L	W	Ess	M	Init	IP	Arm	CM
5	3	3	3	4	4	3	5	6	6	7	1	8/6	11

Skills (Dice Pools): Astral Combat 9, Sorcery skill group 11, Longarms (Shotguns) 5(7), Dodge 6, Perception 8, Banishing 9, Influence skill group 7, Ork Underground 8

Qualities: Magician, Mentor Spirit (Durga: +2 Combat spell, +2 Health Spells, –1 die to all tests should she act dishonorably, cowardly, or fail to protect the innocent), Geas (Morning Meditation/Cleansing), Guts, Home Ground (Ork Underground)

Gear: Armor vest, goggles [Capacity 4, w/ flare compensation, image link, smartlink, vision magnification], 20 infrared light sticks, power focus (ohm tattoo, back, Force 1), respirator (Rating 3), stimulant patch (Rating 3)

Spells: Heal, Cure Disease, Increase Charisma, Increase Agility, Manabolt (Manifests around her index finger as a spinning chakra

of pure energy that leaps at her targets like a runaway buzz saw), Powerball (Manifests as deafening peals of laughter), Flamethrower
Weapons:
Defiance T-250 [Shotgun, DV 7P, AP –1, RC —, 5(m), w/ integral smartlink, infrared flashlight, regular ammo]

SR5

B	A	R	S	W	L	I	C	Ess	M
5	3	3	3	5	3	4	4	6	6

Initiative: 7 + 1D6
Astral Initiative: 8 + 2D6
Movement: 6/12/+2
Condition Monitor: 11/11
Limits: Physical 5, Mental 5, Social 7
Armor: 12
Qualities: Guts, Home Ground (Ork Underground), Mentor Spirit
Skills (Dice Pools): Astral Combat 11, Sorcery skill group 12, Longarms (Shotguns) 5(7), Gymnastics 6, Perception 8, Banishing 9, Influence skill group 7, Ork Underground 8
Spells: Cure Disease, Fireball, Heal, Increase Charisma, Increase Agility, Stunbolt, Powerball
Gear: Armor vest, goggles [Capacity 4, w/ flare compensation, image link, smartlink, vision magnification], 20 infrared light sticks, power focus (ohm tattoo, back, Force 1), respirator (Rating 3), stimulant patch (Rating 3)
Weapons:
Defiance T-250 [Shotgun, Acc 4(6), DV 10P, AP –1, SS/SA, RC —, 5(m) w/ integral smartlink and infrared flashlight]

BRIAN REYNOLDS

Male dwarf, Connection 4

Reynolds is motivated by an overwhelming desire to see the Underground legitimized and for all metas to close ranks against increasing anti-metahuman sentiments. He firmly believes that leaving the Underground was a mistake for both sides. It allowed Humanis and their ilk to divide what should have been a unified front. He also happens to be deeply in love with Bat'djoto.

Reynolds is a long time member of the Stonecutter's Guild although his position on the Ork Underground has long made him an outcast. Reynolds is trained as a mechanical engineer but his current role as a powerbroker means he rarely has time to stay SOTA.

B	A	R	S	C	I	L	W	Ess	Init	IP	Arm	CM
4	3	2	3	5(7)	3	5(7)	4	4.94	5	1	3/3	10

Skills (Dice Pools): Computer 10, Industrial Mechanic 11, Influence skill group 12, Ork Underground 10, Pistols 5, Seattle Politics 10
Qualities: First Impression, Combat Paralysis, SINner
Augmentations: Cerebral booster 2, enhanced articulation, microscopic vision, tailored pheromones 2
Weapons:
Ceska vz/120 [Light Pistol, DV 4P, AP —, RC —, 18(c), w/ regular ammo]

SR5

B	A	R	S	W	L	I	C	Ess
4	3	2	3	4	5(7)	3	5(7)	4.94

Initiative: 5+1D6
Movement: 6/12/+1
Condition Monitor: 10/10
Limits: Physical 4 Mental 7, Social 5
Armor: 9
Qualities: SIN(national), Combat Paralysis, First Impression
Augmentations: Cerebral booster 2, enhanced articulation, microscopic vision, tailored pheromones 2
Skills (Dice Pools): Computer 11, Industrial mechanic 11, Influence skill group 12, Ork Underground 10, Pistols 5, Seattle Politics 10
Gear: Lined coat
Weapons:
Colt America [Light Pistol, Acc 7, DV 7P, AP —, SA, RC —, 11(c)]

IRFAN AZIZ

Male ork, Connection 3

Aziz is an imam, a secular leader who often acts as a spokesperson for the mosque. He is an adamant supporter of the Islamic Renaissance and has recently joined **The People of the Book** (p. 154, *Seattle 2072*). He has served the Underground's only mosque for just over a year and is active in building bridges between the Underground and The People of the Book. He is young, idealistic, totally dedicated to his cause, and scared shitless that he's about to die at the hands of the people he is dedicated to help.

Aziz wants to lead a non-violent walkout from the Underground. His savvy understanding of politics and media means he knows that the Metroplex Guard will not fire on unarmed civilians with the world watching. His only problem is convincing the mob to follow him. It seems that no one is particularly interested in hearing about the relative merits of Gandhi's Salt march.

B	A	R	S	C	I	L	W	Ess	Init	IP	Arm	CM
4	2	3	3	5	4	4	5	6	7	1	4/3	10

Skills (Dice Pools): Arabic 7, History 6, Influence skill group 8, Media Relations 8, Pistols 3, Religions (Islam) 7(9), Seattle Politics 7
Qualities: Guts, SINner

SR5

B	A	R	S	W	L	I	C	Ess
4	2	3	3	5	4	4	5	6

Initiative: 7 + 1D6
Movement: 6/12/+2
Condition Monitor: 10/11
Limits: Physical 5, Mental 6, Social 7
Armor: 9
Qualities: SIN(national), Guts
Skills (Dice Pools): Arabic 7, History 6, Influence skill group

8, Media Relations 8, Pistols 3, Religions (Islam) 7(9), Seattle Politics 7
Gear: Lined coat

VIC

Male troll, Connection 2

Vic is a small-time lieutenant for the Sons of Sauron, a group only grudgingly tolerated by the Skraacha. He is attempting to incite the crowd to rush the Metroplex Guard barricades. Motivated by hatred, he cares little about the safety of the mob; his only wish is to hurt as many people as possible before going out. He exudes an air of barely controlled fury with a touch of madness.

Backed by his gang, he directly confronts Aziz. Sneering at Aziz's perceived weakness he calls him the Or'Zet equivalent to "house slave" and is aching to put Aziz down by force.

B	A	R	S	C	I	L	W	Ess	Init	IP	Arm	CM
8	3(4)	3	7(8)	3	4	2	4	2.2	7	2	9/7	12

Skills (Dice Pools): Blades (Cyber-Implant) 7(9), Unarmed Combat 7, Dodge 7, Pistols 6, Automatics (Machine Pistols) 7(9), Influence skill group 5
Qualities: High Pain Tolerance 3, SINner (Criminal), Uneducated
Augmentations: Bone lacing (plastic), muscle replacement 1, spurs (retractable), wired reflexes 1
Gear: 10 doses novacoke, trauma patch, stimulant (Rating 3)
Weapons:
Ceska Black Scorpion [Machine Pistol, DV 4P, AP —, SA/BF, RC (1), 35(c)]

SR5

B	A	R	S	W	L	I	C	Edg	Ess
8	3(4)	3	7(8)	4	2	4	3	3	2.2

Initiative: 7 + 1D6
Movement: 8/16/+1
Condition Monitor: 12/10
Limits: Physical 9, Mental 4, Social 5
Armor: 12
Qualities: SIN(criminal), Uneducated, High Pain Tolerance 3
Augmentations: Bone lacing (plastic), muscle replacement 1, retractable spurs, wired reflexes 1
Skills (Dice Pools): Blades (Cyber-Implant) 8(10), Unarmed Combat 8, Gymnastics 7, Pistols 6, Automatics (Machine Pistols) 7(9), Influence skill group 5
Gear: Armored jacket
Weapons:
Ceska Black Scorpion [Machine Pistol, Acc 5, DV 6P, AP —, SA/BF, RC (1), 35(c)]

VIVIAN ZUKAS

Female elf, connection 3

Lieutenant Zukas is the officer-in-charge for the Knight Errant contingent at the Metroplex Guard barricade where the runners are planning on breaking out (peacefully or otherwise). She is an incredibly dedicated officer who earned her bars working Z-zones in and around Detroit. While utterly committed to her officers, she refuses to become a butcher and will do everything in her power to resolve problems with a minimum of violence. She will gladly sacrifice her own career to protect a non-violent walkout, if only to spite the Metroplex Guard whom she feels are hoodlums in uniform.

However, if the crowd is violent, she will obey her rules of engagement and use an appropriate escalation of force to contain the "contaminated rioters." The rules of engagement in this situation escalate rapidly into lethal force should coordinated and/or excessive violence (e.g., LMG fire, grenades) be witnessed.

B	A	R	S	C	I	L	W	Ess	Init	IP	Arm	CM
3(4)	5(6)	4(5)	3(4)	4	4	3(4)	5	4.1	11	2	8/8	10

Skills (Dice Pools): Athletics skill group 7, Automatics (Ares Alpha) 9(11), Etiquette (Knight Errant) 5(7), Knight Errant Procedures 8, Leadership 8, Perception 7, Pilot Ground Craft (Wheeled) 6(8), Unarmed Combat 8
Qualities: Toughness, SINner
Augmentations: Cerebral booster 1, enhanced articulation, sleep regulator, smartlink, suprathyroid gland, synaptic booster 1
Gear: Customized riot control armor, helmet [w/ audio enhancement 3, damper, gas mask, image link, select sound filter 3, spatial recognizer, thermographic vision, vision enhancement 3, vision magnification]
Weapons:
Ares Alpha [Assault Rifle, DV 6P, AP –1, RC 2, 42(c), w/ 100 roungs gel ammo, 100 rounds APDS ammo, 100 rounds regular ammo, 100 rounds Stick-n-Shock ammo]
[Grenade Launcher, DV as Grenade, AP —, SS, RC —, 8(c)]

SR5

B	A	R	S	W	L	I	C	Edg	Ess
3(4)	5(6)	4(5)	3(4)	5	3(4)	4	4	3	4.1

Initiative: 9+2D6
Movement: 12/24/+2
Condition Monitor: 10/11
Limits: Physical 5, Mental 7, Social 5
Armor: 12
Qualities: SIN(national), Toughness
Augmentations: Cerebral booster 1, enhanced articulation, sleep regulator, smartlink, suprathyroid gland, synaptic booster 1
Skills (Dice Pools): Athletics skill group 8, Automatics (Ares Alpha) 9(11), Etiquette (Knight Errant) 5(7), Knight Errant Procedures 8, Leadership 8, Perception 7, Pilot Ground Craft (Wheeled) 6(8), Unarmed Combat 9
Gear: Armor jacket
Weapons:
Ares Alpha [Assault Rifle, Acc 5(7), DV 11P, AP –2, SA/BF/FA, RC 2, 42(c)]
[Grenade Launcher, Acc 4(6), DV as grenade, AP —, SS, RC —, 6(c)]
2 Flash bang grenades [Grenade, DV 10S, AP –4, 10m Radius]

CHRISTIAN CAPIENDO

Male Human, Connection 3

Sergeant Capiendo is a ten-year Knight Errant veteran. Prior to that, he served the UCAS Navy as an electronic warfare technician. Capiendo took the CBRN post on as a collateral duty a month ago. He figured it would look good when evaluation time came around and did not actually think he would be in the shit so soon.

Now that the drek has hit the fan, he is most concerned with saving as many lives as possible while keeping his people safe. His concern over the alleged bioweapon is low for two reasons: 1. Fire is a terrible dispersal method. 2. If a group was serious about dispersing an agent they would do so quietly to allow it time to incubate in the population. He fully recognizes that he and his small team are not capable of holding back the tide, at least not without getting people killed. As a result he will focus his team on getting people out rather than holding them in.

B	A	R	S	C	I	L	W	Ess	Init	IP	Arm	CM
3	3(4)	4(6)	2(3)	3	4	5(6)	4	4.4	10	1	7/11	10

Skills (Dice Pools): Electronics skill group 9(10), Electronic Warfare 10(11), Gunnery 6(7), Hardware 9(10), Perception 7, Pilot Anthroform 8(10), Pilot Ground Craft 7(9), Pilot Aircraft 6(8)
Qualities: Natural Hardening, Addiction (Mild, soykaf), SINner
Augmentations: Cerebral booster 2, control rig, datajack, muscle augmentation 1, reaction enhancers 2, sleep regulator, smartlink
Gear: Riot control armor, helmet [w/ audio enhancement 3, damper, gas mask, image link, select sound filter 3, spatial recognizer, thermographic vision, vision magnification, vision enhancement 3), commlink (Device Rating 5)
Weapons:

Ares Alpha [Assault Rifle, Acc 5(7), DV 11P, AP –2, SA/BF/FA, RC 2, 42(c), w/ 50 rounds gel ammo, 50 rounds APDS, 50 rounds Stick-n-Shock, 100 rounds regular ammo]

[Grenade Launcher, Acc 4(6), DV as grenade, AP —, SS, RC —, 6(c)]

SR5

B	A	R	S	W	L	I	C	Edg	Ess
3	3	4(6)	2(3)	4	5(6)	4	3	3	4.4

Initiative: 10 + 2D6
Movement: 6/12/+2
Condition Monitor: 10/10
Limits: Physical 4 (5), Mental 7, Social 5
Armor: 18
Qualities: SIN(national), Natural Hardening, Addiction (Mild, soykaf)
Augmentations: Cerebral booster 2, control rig, datajack, muscle augmentation 1, reaction enhancers 2, sleep regulator, smartlink
Skills: Electronics skill group 10(11), Electronic Warfare 10(11), Gunnery 6(7), Hardware 9(10), Perception 7, Pilot Ground Craft 7(9), Pilot Aircraft 6(8), Pilot Walker 8(10)
Gear: Full body armor w/ helmet
Weapons:

Ares Alpha [Assault Rifle, Acc 5(7), DV 11P, AP –2, SA/BF/FA, RC 2, 42(c)

[Grenade Launcher Acc 4(6), DV —, AP —, SS, RC —, 6(c)]

2 Flash bang grenades [Grenade, DV 10S, AP –4, 10m Radius]

Commlink (Device Rating 5)

ALAMOS 20K OPERATORS

Human, Connection 3

BEGIN BRIEFING:

My brothers and sisters, today at 0715 hours, members of the terrorist organization that identify themselves as the "Ork Underground" detonated a biological weapon in the tunnels beneath Seattle. While the release of this agent was likely an accident it is clear that their target was the very heart of our city. Their goal, as always, was to force us to kneel before their radical and exclusionary agenda. Despite the obvious threat, the collaborationist media is already trying to spin this as an "accident."

This cannot stand. We cannot allow this atrocity to be glossed over by a slick Horizon media campaign or an apologist Knight Errant press release. This den of thieves, murderers, rapists, and thugs cannot be allowed to trample our right to thrive, our right to exist. Now is the time to reveal them what for what they really are: leeches and beasts living off our hard work while undermining the very foundations of our great society.

The Truth must be brought to the light. Let the media dogs watch, we will show the world what monsters they have allowed to breed beneath our feet.

Your cells have been chosen for this task, detailed instructions are included in this message.

Humanity is counting on you. God speed.

Game Notes: These are elite soldiers of genocide, drawn from Alamos 20K cells around the world. As such their individual stats may vary as well as their weapon/implant loadout, these stats are only offered as a baseline. Each member has an implanted thermite charge designed to completely immolate their body. Additionally, they each carry a dose of K-10 (p. 75, *Arsenal*) that they will use as soon as it becomes clear that they might lose this engagement.

B	A	R	S	C	I	L	W	Ess	Init	IP	Arm	CM
4(5)	4(7)	4(7)	4(7)	2	4	3	4	0.1	11	3	10/8	11

Skills (Dice Pools): Athletics skill group 10, Close Combat skill group 10, Dodge 11, Firearms skill group 11, Leadership 5, Infiltration 11, Perception 8
Qualities: Guts, High Pain Tolerance 1
Augmentations: Cybereyes [Rating 4, w/ low-light vision, thermographic vision, vision enhancement 3, vision magnification], datajack, muscle replacement 2 (alphaware), smartlink, thermite charge, wired reflexes 2 (alphaware)
Gear: Camouflage suit, helmet [w/ damper, audio enhancement 3, select sound filter 3, spatial recognizer], K-10, subvocal microphone

Weapons:

Colt M23A3 [Assault Rifle/Grenade Launcher DV 6P, AP –1, SA/BF/FA, RC 3, 40(c), w/ smartlink, gas-vent 2,, 50 rounds flechette ammo, 50 rounds EX-explosive ammo, 100 rounds regular ammo]

SR5

B	A	R	S	W	L	I	C	Ess
4(5)	4(7)	4(7)	4(7)	4	3	4	2	0.1

Initiative: 11+3D6
Movement: 14/28/+2
Condition Monitor: 11/10
Limits: Physical 9 Mental 5, Social 3
Armor: 12
Qualities: Guts, High Pain Tolerance 1
Augmentations: Cybereyes [Rating 4, w/ low-light vision, thermographic vision, vision enhancement 3, vision magnification], datajack, muscle replacement 2 (alphaware), smartlink, thermite charge, wired reflexes 2 (alphaware)
Skills (Dice Pools): Athletics skill group 10, Close Combat skill group 10, Firearms skill group 11, Gymnastics 11, Leadership 5, Infiltration 11, Perception 8
Gear: Armor jacket
Weapons:

FN HAR [Assault Rifle, Acc 5(6), DV 11P, AP –3, SA/BF/FA, RC 2, 35(c), w/ 150 rounds explosive ammo, 6 spare clips]
Ruger Super Warhawk [Heavy Pistol, Acc 5, DV 9P, AP –2, SS, RC —, 6(cy)]

. . . HUMANITARIAN AID . . .

ADVENTURE BACKGROUND

Horizon has had more than its share of successes in its quick rise to power. The young mega has displayed an ability to remain one step ahead of the latest—and most lucrative—trends in nearly every venture. Moving into the world of pharmaceuticals has been no different. Their tailor-made lines of individualized treatment drugs have proven popular as well as successful. As part of their corporate culture, Horizon takes every opportunity to publicly champion the downtrodden. Helping others through volunteering is an important aspect of their corporate culture. In some cases, it's the SINless children and other suffering indigents of the slums; in others, the victims of natural calamity or rampant disease. Many cynically minded individuals point out the self-interest inherent in these good works; Horizon expands its reputation and its client base in one stroke. While this may be true, those helped by Horizon's outreach programs have no cause for complaint and every reason to be grateful.

NEAH BAY

Neah Bay is one of the oldest continuously inhabited settlements on the North American continent. The Makah people have lived on the site of the small seaside town since before recorded history, hunting the gray whales that migrate past the area. Even when their land became a reservation under the United States, the Makah were the only native people to retain the right to hunt the whales. During Neah Bay's time as part of the United States, the primary commerce was rough tourism and the best halibut fishing in the lower 48. After becoming a part of the Salish-Shidhe territory, the Makah began to see a slow resurgence in their traditions and lifestyle. The population of the town has crept slowly up for the last few decades and is now at almost five thousand—more than five times its size at the end of the twentieth century. The town remains almost entirely Makah, though the ratio of metahumans to humans is nearly two to one in the area with orks and elves making up the majority of the tribe. They still hunt whales, a major totem for the tribe, primarily for rituals.

Not only has Neah Bay flourished, but the Makah have displayed an unusual predisposition: technomancy. Nearly one in six children born to the Makah in the last decade has been a latent technomancer. This phenomenon was a contributing factor in Horizon's decision to place an outreach clinic there.

HANTAVIRUS

The Hantavirus variant known as the Sin Nombre virus was first encountered in 1993 on a reservation in the southwestern United States. Less than one hundred cases of the disease were recorded in the following two decades. The occurrences of Hanta remained minimal over the next several decades. While Hanta is dangerous in all of its forms, the Sin Nombre variant is particularly nasty for a couple of reasons. Sin Nombre is a pulmonary disease, meaning it affects the lungs. Most forms of Hanta are more easily identified, as they are classified as hemorrhagic fevers that lead to renal failure. Sin Nombre can easily be mistaken for pneumonia or other less dangerous breathing disorders. If not caught quickly, the disease can prove fatal in less than a week, though the average is just over two weeks. Hanta is spread through inhalation of rodent excreta (a more pleasant, scientific way of saying rat crap). The lack of person-to-person transmission makes large-scale outbreaks unlikely under normal circumstances. Due to the rarity of large outbreaks, quantities of the antiviral medication necessary to combat the disease, ribavirin, are not always kept in reserve.

MISSION SYNOPSIS

The runners are contacted for an immediate job in the Pacific Northwest. The meeting with Mr. Johnson is to take place as quickly as the team can reach the meeting point, and any necessary travel expenses will be covered, even if the runners decide to pass on the job. Whether catching a plane or just driving across town, the team finds themselves heading for a parking garage just off the edge of the Kingston-Edmonds Ferry. As the team approaches their destination, they are challenged by a small group of gangers from the Cutters. The runners are unaware the gangers have been hired by their Mr. Johnson, John "Spazz" Silva, as a test in diplomacy. After the brief

run in with the gangers, during which the runners (hopefully) keep their cool, John explains the basics of the job and emphasizes the need for speed. A small town is undergoing an outbreak, and the needed medicine has been stolen from Horizon's clinic in the area. The town needs the vaccine or many lives could be lost. The longer it takes, the more people are likely to die. Also on the list of things the runners don't know: John is accompanying them to find out what happened to an archaeological survey team he dispatched to the area a few weeks earlier.

Once the runners have negotiated their fees and accepted the job, John leads them across the street into the Kingston-Edmonds Ferry facility, a border crossing from UCAS to Salish territory. The border guards have clearly been notified of the traffic, since not one of them bats an eyelid at the team as they move through the facility and aboard the ferry. No air transport is available into the area so, after a short trip to the other side of Puget Sound, the team is loaded into a personnel carrier. John gives the runners the info to fill in the details of the run. The town is currently under the shadow of a particularly nasty variant of the Hantavirus, the Sin Nombre virus. Hanta, normally transmitted through inhalation of rat droppings, is a hemorrhagic toxin that eventually leads to kidney failure if untreated. The Sin Nombre variant attacks the lungs and is often misdiagnosed. This is, unfortunately, what has happened at Neah Bay. Originally thought to be a rash of pneumonia cases, the true nature of the disease wasn't caught in time to save the first victims. The mortality rate, even with proper treatment, is near fifty percent if not caught quickly. Without the vaccine, nearly one hundred percent fatalities are expected. As if this weren't bad enough, the astral around Neah Bay is wounded and obscured. Even the Emerged in the group feel something as they approach the town. Hundreds of latent technomancers suffering through fever dreams and fear are broadcasting a low level emotional "hum." It's not enough to hurt or hamper the Emerged; just enough to keep them feeling like someone's walked over their grave. The Awakened have it much worse in the high, tainted background. John wasn't expecting the resonant static, but it doesn't surprise him given his knowledge of the number of technomancers in town. He does not, however, share this information with the runners. The background count is also unexpected and worrying. John's intel from the town failed to mention the phenomenon.

Once they've gotten into town, the runners head over to the scene of the crime. The clinic is shuttered and shut down. John opens the clinic's riot shutters and finds a truly impressive level of destruction in the lobby. The door has been completely destroyed, and the trail of breakage leads through the clinic. Following the debris, the team finds the steel door to the pharmaceutical storage room torn from its hinges. Inside the storage room, more breakage and wanton destruction greet the team. The only items that seem to have escaped random destruction are the crates of vaccine, which are gone without a trace. A thief interested in money would have taken the more valuable anesthetics and narcotics. John can only think of two possibilities: someone wants the town to die, or someone will be ransoming that vaccine. Neither option is appealing.

From the clinic, the team heads out into the town to ask questions and search likely hiding places. The hospital staff is helpful in answering what they can, though they have little time or patience during this crisis. The one exception is the hospital administrator, Dr. Auslander. Auslander has no patience or time and wants the runners out of his way or out of his hospital. Also in the hospital is the staff of the clinic, working to aid as best they can until the clinic can be reopened. Dr. Kelly Debari, head of the clinic, will try to answer any questions, but no one from the clinic has any idea what happened during the break-in. The townsfolk in the hospital are in no shape to be questioned, but the few remaining upright townies answer what they can. The most important piece of information the townsfolk offer is the location of the motel where the dig team is staying. John leads the way to the motel only to find the rooms abandoned. The main room, used by the archaeologists as a base, is filled with charts, maps, and the dig team's journals. The story told in the journals points the team to Waadah Island, just off the coast. The team may be a little upset with John for not telling them about the expedition in the first place. This is set aside when the crazed (read: possessed) member of the dig team finally comes screaming out of hiding and tries to kill the runners. After dispatching the lone shedim, the team heads out to Waadah Island along the only road available: a one lane service road built on a mile of retaining wall.

The island is dark and shrouded in ever-present fog. A low humming noise catches the team's attention and leads them into a clearing. In the clearing are several items of note: a set of snow-making machines, a dozen people loading said machines with rats and their effluvia, and the mostly intact crates of vaccine from the clinic. As soon as the runners move toward the vaccine or the gore-soaked snow machines, the shedim in the clearing attack. During the fight, the runners will have to contend with shedim trying to rip off their breathers as well as the usual dangers of combat.

Once the shedim are taken care of, John moves to examine the vaccine. As he bends to check the contents of the crates, he is thrown against a tree by an invisible force. Dr. Auslander, or rather the master shedim possessing him, has come to finish what his minions could not.

After putting an end to the master shedim, the team can take what remains of the vaccine back to town.

SCENE 1: NOT TOMORROW, NOT TODAY ... TO-NOW!

SCAN THIS

Mr. Johnson needs a team to retrieve a stolen vaccine. There's a serious time factor involved and many people's lives are potentially on the line. This doesn't keep Mr. Johnson, John "Spazz" Silva, from deciding to set a few hoops for the runners to jump through. In John's mind, knowing the character of the people you'll be working with is worth a few minutes. As the runners reach the meeting site, they will be approached and hassled by a group of Cutters that John has paid. The gangers are under explicit orders not to begin actual violence. John just wants to see how the runners deal with the nuisance. Once the actual meet begins, John will give the runners the details of the job and continue watching as he offers the low-ish pay. This is also part of John's vetting process. Most of John's manner is a complex system of keeping people off balance and relaxed at the same time. This is not affectation on John's part. It is simply the way he is.

The job, as previously mentioned, is the recovery of a vaccine. What wasn't mentioned is the fact the vaccine was stolen in a quarantine zone in Salish-Shidhe territory. Once the runners finish negotiating, it's time to hit the road.

TELL IT TO THEM STRAIGHT

It can get to even the most jaded runner after a while. A life of negotiable ethics and violence for money is, after all, not conducive to an optimistic outlook. You spend your days waiting for contact from people with whom you associate simply because they are mildly less untrustworthy than everyone else you meet, so that you can be put in touch with people who don't trust you and whom you don't trust. These people want you to take their word that some other people, who are also untrustworthy, need hurting or a reminder of something or other. Or maybe they just have something your soon-to-be-employer wants. A few months of that could put you off running, or even getting out of bed.

Waking to a vibrating link, still in your ear from last night, is not the best way to start your day. Picking up, after you scrape yourself off the ceiling and take a breath to compose yourself, you are greeted by the sunny tones of your fixer. "Sunshine, have I got your day made.

"I've got a Mr. Johnson itching to get a hold of a team for an ASAP job. Pay isn't fantastic, I'll be honest, but it's, and I'm quoting here, 'for a good cause.' Never mind the fact that it's probably only a one-day gig and they're offering a bonus package. I'm sending over the address and pass code for the meet. You're expected in an hour. Now get up and polish up your armor. It's time to play cavalry for once."

The address is for an underused parking garage just off the Kingston-Edmonds ferry dock on route 104, a slow-ball stone's throw from the Salish border.

As you approach the address, the neighborhood begins showing the distinctive green-and-gold markings of the Cutters. In the occasional doorway or alley, you spot gangers watching and waiting.

When they reach the meeting place, read the following:

As you are about to enter the garage, a sharp whistle catches your attention. At the edge of the building stand four youths in Cutter colors. The apparent leader, a solidly built elven girl with jet-black skin, approaches you just a few steps ahead of the others. Something in her movement puts you in mind of cats; very large cats. Your sweep your eyes across the other gangers, measuring them. This could make for a bad start. A run-in with the locals isn't quite the last thing you need right now, but it's certainly not high on your list. Covered in powder burns and blood is no way to meet a potential employer.

"Maybe you missed the signs," says the young woman. "But that's no excuse for not paying your toll."

At this point, the runners must decide how to deal with the gangers.

If the runners become openly aggressive, read the following:

Steeling yourself for a fight, you're a bit surprised when the gangers suddenly change their tune. Each of the Cutters' posture shifts to a visibly less aggressive stance and their leader raises her hands out to her sides with palms open.

"Now, now," she says, retreating a few steps. "We can see you're not the tourist type. Our mistake."

As the gangers move away down the alley you take a moment to settle and let your adrenaline subside. A few deep breaths and you continue into the garage to meet with Mr. Johnson.

If the runners went the talking route, read the following:

After your brief conversation, Sibha (SHEE-va) hits you with her comm code.

"You ever want a hand in these parts, you let us know," she says, as the others begin to move away down the alley. "Always up for a good time and a payday."

She flashes a smile that does nothing to remove the image of cats from your mind and turns on her heel to follow the others.

When they enter the garage, read the following:

As you move in to the cool air and shade of the garage, your eyes take a half-second to adjust to the new lighting. Across the garage, past the rows of cars, you see the stairway and elevator banks. Your natural reluctance to put yourself in a confined space with limited exits ensures you use neither. The parked cars thin out as you walk the vehicle ramps up to the roof, until it's just you and empty space at the top. At the other end of that space stands a deeply tanned ork in a linen suit. He smiles at your approach and almost waves, but catches himself. He doesn't take his eyes off you the whole time you're crossing the empty garage.

A moment of silence passes as the ork eyes each of you, not critically, but searchingly. It's a long look that somehow bypasses judgment and leaves only the impression that this person is interested in you. You imagine that took a lot of practice.

"My name is John," he says, finally. "May I just say that I am very happy to be here for you at this time?"

John extends a hand to each team member in turn, reintroducing himself and repeating each runner's name as it is given. His tone, his posture, even his suit somehow manages to be sincere throughout the conversation.

"Can I just say how heartened I am by this?" he continues. "When I asked for a team to help in a small but important recovery mission, your ... 'fixer'... is that the correct term? He assured me he had just the people in mind. And now, here you are. It's like magic."

He loses himself in thought for a moment, then continues, "I'm sorry, I'm forgetting myself. I represent Horizon Americas. You may have heard of our 'Street Market Opposition Research Cadre'. Well, that's me. Not all of it obviously, but I work for the SMORC. I'm the ork from SMORC. Heh." You can almost hear the quotes slip into place as he speaks. The capitals, too. If he could sub vocalize trademarks, he would. "Any of you ever see *Man from UNCLE*? Great old show. Anyway, I would like to request your assistance in the retrieval of 3,000 doses of a needed antiviral agent from a quarantine zone in the Salish-Shidhe territory."

John pauses for a moment of dramatic effect, and continues in a more businesslike tone.

"The deal looks like this: I am authorized to remit a one-time payment to each of you in the amount of 2,500 nuyen. Half of that payment is available on acceptance of the contract and half on completion. If all 3,000 doses are retrieved, there is a bonus of

an additional 2,500 nuyen for each team member. As an added incentive, each of you will receive, free of charge, an upgrade to Horizon's internal P2.0.

"Some of you may be wondering what this means for you. It means simply this: You will be increasing your prestige, your 'street cred,' without increasing your exposure. Our understanding of your lifestyle indicates that the need for a certain amount of anonymity can sometimes prove inconvenient in accessing the more public fruits of your labors. Horizon understands. One ping to the maître d' from a link bearing our P2.0 signature, and you are perfectly situated in between the restrooms, bar and kitchen, in an isosceles love triangle. In all seriousness, the benefits of a strong working relationship with Horizon are not to be taken lightly.

"And now, I'm afraid we've reached the limits of this conversation without your acceptance."

When they accept, read the following:

John's face brightens as you agree to take the job.

"Thank you, my friends, sincerely. Let us get to the meat of matter. The quarantine zone surrounds a small town to the north and west called Neah Bay. The Salish government had it sealed off when the death toll started to rise into the double digits. This was just over two weeks ago. We have a small clinic in the town as part of our outreach program. When the clinic staff advised us of the situation, we set to manufacturing the required antiviral. It took us two weeks to make enough for the town. The vaccine only arrived in Neah Bay this morning. Less than three hours later it was stolen from the clinic. It will take weeks to make more, and hundreds or even thousands could die by then.

"I know you must have more questions, but it would be best if we got underway as soon as possible. There is a boat waiting at the ferry dock to take us to Kingston and the Salish has a transport waiting to take us the rest of the way. It's almost four hours to Neah Bay, and every second costs lives."

BEHIND THE SCENES

Mr. Johnson, John Silva, is an ork of Amazonian descent. His slight build and odd manner set him apart from most of his orkish brethren. He purposefully doesn't speak a word of Or'zet, and finds his heritage occasionally "detracts from his message." John is a loyal employee and a genuinely positive person. John is oddly starry eyed about the people he meets. He truly enjoys the interactions he has with runners, whom he finds fascinating. He refers to himself as The Ork from SMORC in his more whimsical moments. John also happens to work for the Dawkins Group, Horizon's rumored black-ops branch. While his attitude and demeanor are genuine, they also act as natural camouflage for a very serious and dangerous man. John has chosen to accompany the team into the quarantine zone for several reasons. He will be keeping an eye on the runners as a talent scout and is also checking on an archaeological team that Horizon sent in several weeks ago. John could easily deal with the problem himself, but wants the team to do the grunt work and camouflage his presence. A corporate babysitter with a runner team should attract less attention than a single operative asking questions. The last few communications from the archaeologists gave Horizon some idea of what's happening in Neah Bay, but nothing concrete. John knows the dig team is there researching an ancient Makah site. He also knows the town is inexplicably plagued by Hanta. John is a mundane with almost no cyberware, but a fair amount of bioware.

John is also very curious about runners and may pepper the conversation with oddly timed personal questions. This is part of his nature and also a wonderful way to keep people off balance and get more from them than they mean to give.

The most any Matrix search will uncover about John is that he does, in fact, work for Horizon. The company's fluid infrastructure doesn't even allow for a solid idea of where he fits in their hierarchy.

If the runners push for details before moving out, John will politely but firmly request that questions wait until the team is underway.

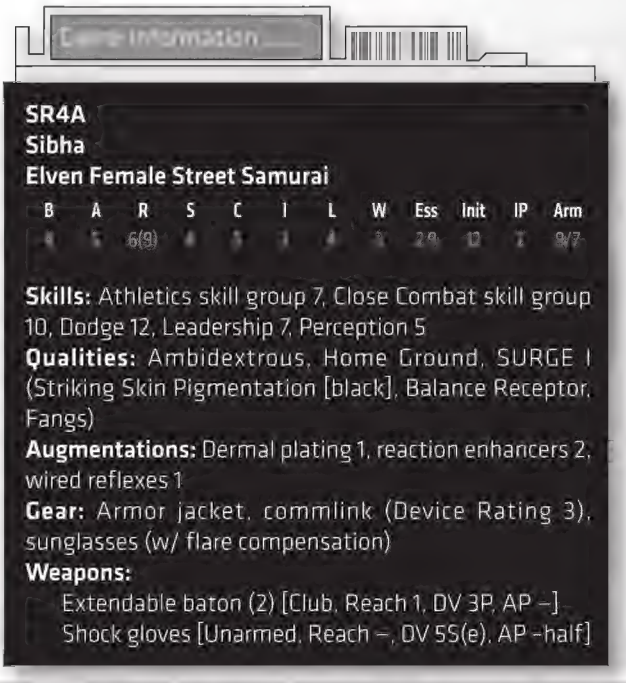
The pay can be negotiated at the rate of 800 nuyen per hit on a Negotiation + Charisma Test with a maximum of 5 hits.

DEBUGGING

A couple of things can go wrong in this scene. The team could be trigger happy and open up on the Cutters John hired to harass them. Jumping on the players as they announce their intention should keep things on track. If the players try to fire on the retreating gangers, the gangers will react with force. John can intervene before it goes too far but will be unhappy with the runners. This shouldn't change unless the team really impresses him at some point.

If the team attempts to tail the gangers, a quick call from their fixer asking why they are keeping a contact waiting should be enough to get them back to the garage.

The team may want more money. The pay is meant to seem a bit low for the job. The Horizon P2.0 contact should be the hook. Additionally, the players won't be able to get the bonus for recovering the vials (some of the antivirus was destroyed before the runners took the job), but that money will be converted into a hazard pay bonus at the end of the adventure. If you have a player who really balks at the low pay, you can either take them aside and explain that there will be an opportunity for more money later, or let them negotiate for more but then take it out of the hazard pay.


Game Information
SR4A
Sibha
Elven Female Street Samurai
B A R S C I L W Ess Init IP Arm
6 5 6(9) 4 5 3 4 3 2.9 12 1 9/7
Skills: Athletics skill group 7, Close Combat skill group 10, Dodge 12, Leadership 7, Perception 5
Qualities: Ambidextrous, Home Ground, SURGE I (Striking Skin Pigmentation [black], Balance Receptor, Fangs)
Augmentations: Dermal plating 1, reaction enhancers 2, wired reflexes 1
Gear: Armor jacket, commlink (Device Rating 3), sunglasses (w/ flare compensation)
Weapons:
Extendable baton (2) [Club, Reach 1, DV 3P, AP –]
Shock gloves [Unarmed, Reach –, DV 5S(e), AP –half]

SR5

B	A	R	S	W	L	I	C	Ess
4	5	6(9)	4	3	4	1	5	2.9

Initiative: 12+2D6
Movement: 10/20/+2
Condition Monitor: 10/10
Limits: Physical 7, Mental 5, Social 6
Armor: 13
Skills (Dice Pools): Athletics skill group 7, Close Combat skill 10, Gymnastics 12, Leadership 7, Perception 5
Augmentations: Dermal plating 1, reaction enhancers 2, wired reflexes 1
Gear: Armor jacket
Weapons:
Extendable baton [Club, Acc 5, Reach 1, DV 6P, AP –]
Shock gloves [Unarmed, Acc Physical, Reach –, DV 8S(e), AP -5]

Tonks
Ork male sprawl ganger

B	A	R	S	C	I	L	W	Ess	Init	IP	Arm
7	4	3	6	2	3	3	4	6	6	1	8/6

Skills (Dice Pool): Athletics skill group 8, Close Combat skill group 8, Pistol 7
Qualities: Home Ground, Guts, Poor Self Control (Vindictive)
Gear: Armor jacket, commlink (Device Rating 3)
Weapons:
Remington Roomsweeper [Heavy Pistol, DV 7P(f), AP -1, SA, RC –, 8(m)]
Survival Knife [Blade, Reach –, DV 4P, AP -1]

SR5

B	A	R	S	W	L	I	C	Ess
7	4	3	6	4	3	3	2	6

Initiative: 6 + 1D6
Movement: 8/16/+2
Condition Monitor: 12/10
Limits: Physical 8, Mental 5, Social 5
Armor: 12
Skills (Dice Pool): Athletics skill group 8, Close Combat skill group 8, Pistol 7
Gear: Lined coat
Weapons:
Remington Roomsweeper [Shotgun, Acc 4, DV 7P, AP -1, SA, RC -, 8(m)]
Survival knife [Blade, Acc 5, Reach –, DV 9, AP -1]

Felon
Human male sprawl ganger

B	A	R	S	C	I	L	W	Ess	Init	IP	Arm
5	5	4	5	3	4	3	3	6	8	1	8/6

Skills (Dice Pool): Close Combat skill group 8, Lockpick 8, Pistol 9, Stealth skill group 8
Qualities: Bad Rep, Home Ground, Records on File, Tough as Nails
Gear: Armor jacket, commlink (Device Rating 3)
Weapons:
Cavalier Deputy [Heavy Pistol, DV 5P, AP -1, RC –, 7(cy)]
Nunchaku [Club, DV 4P, AP –]

SR5

B	A	R	S	W	L	I	C	Ess
3	4	4(6)	3	2	5	5	3	4.5

Initiative: 11 + 1D6
Movement: 8/16/+2
Condition Monitor: 10/9
Limits: Physical 5, Mental 6, Social 5
Armor: 12
Skills (Dice Pool): Close Combat skill group 8, Locksmith 8, Pistol 9, Stealth skill group 8
Qualities: Bad Rep, Home Ground, Records on File, Tough as Nails
Gear: Armor jacket
Weapons:
Ruger Super Warhawk [Heavy Pistol, Acc 5, DV 9P, AP -2, SS, RC –, 6(cy)]
Extendable baton [Club, Acc 5, Reach 1, DV 5P, AP –]

Patrice
Ork Female Street Shaman

B	A	R	S	C	I	L	W	Ess	M	Init/ Astral	IP	Arm
5	3	3	4	4	4	4	6	6	6	7(8)	1(3)	8/6

Skills (Dice Pool): Assensing 7, Conjuring skill group 10, Perception 6, Pistol 4, Sorcery skill group 10
Qualities: Home Ground, Magician, Mentor Spirit (Moon Maiden), Pacifist, Sensitive System
Gear: Armor jacket, commlink (Rating 3), medkit (Rating 4), spellcasting focus (Force 2), sustaining focus (Force 3)
Spells: Chaotic World, Heal, Mob Mind, Stunball
Weapons:
Eichiro Hatamoto II [Heavy Pistol, DV 7P, AP -5/-7, 1(m), w/ anti-vehicle rounds]

SR5

B	A	R	S	W	L	I	C	Ess	M
6	3	3	4	6	4	4	4	6	6

Initiative: 7 + 1D6
Astral Initiative: 8 + 2D6
Movement: 6/12/+2
Condition Monitor: 10
Limits: Physical 6, Mental 6, Social 7
Armor: 12
Skills (Dice Pool): Assensing 7, Conjuring skill group 10, Perception 6, Pistol 4, Sorcery skill group 10
Qualities: Home Ground, Mentor Spirit, Sensitive System
Spells: Chaotic World, Heal, Mob Mind, Stunball
Gear: Armor jacket
Weapons:
Browning Ultra-Power [Heavy Pistol, Acc 5(6), DV 8P, AP -5, SA, RC –, 10(c), w/ APDS ammo]

SCENE 2: OVER THE RIVER AND THROUGH THE WOODS

SCAN THIS

This scene covers the travel from the Edmonds ferry dock to Neah Bay. The trip can be as quiet or as eventful as the gamemaster wants. The team can drill John for details on the road. Now that the trip is underway, John will answer all questions about the town, the break-in, and the outbreak to the best of his ability. John has a full breakdown of the disease and the safety measures needed while inside the quarantine zone. John will continue watching the runners for signs of exceptional skill or insight, which will go into his report on these assets for consideration of future work for Horizon.

TELL IT TO THEM STRAIGHT

Leaving the garage, you head across the road to the Kingston-Edmonds ferry dock. The dock squats in the shadow of an old and disused rail hub and bus depot. As a gateway to the Salish-Shidhe territory, the dock is bustling with security.

"Don't worry about the customs line or the body scanners," John says as you approach the fence line. "The Salish have agreed to allow us unrestricted access across the border."

True to John's words, the outer gate guard acknowledges you with an almost imperceptible nod and simply lets you through. The security inside doesn't even bother with that.

At the dock, you are shown to a small pier apart from the main ferry facility. Moored here is a dark green Swordsman, bearing no insignia. There are two serious-looking elves in what appear to be lightly armored scuba suits stationed by the short walkway to the boat. At your approach, the elves silently step aside and wait until all are aboard before casting off from the pier.

The sleek cruiser glides through the waters of the Sound. The crossing takes only a handful of minutes.

At the Kingston docks, the boat slides smoothly into its berth and is quickly and efficiently secured. You are hurried to a waiting Ares Roadmaster, and the hours-long ride to Neah Bay begins.

The scenery is quite vibrant. Everything looks and feels alive, nothing like the concrete jungle you live in. Trees go up as high as you can see and provide shade and sun breaks as you drive. Flowers bloom on the side of the road and small animals scurry about. In fact you realize you haven't had any spam for awhile, which is oddly disturbing since it has become a regular part of your life.

Wordlessly, John removes a packet from his briefcase and offers it to you.

(*At this point, the gamemaster should hand the players the Quarantine handout.*)

"Take the time to look this over, now," he says."If you have any questions, let me know. And before you ask, we're not flying because it would attract attention. The closest airports have been shut down, and if whoever took the vaccine is paying attention, they'd dig in deeper if they saw a plane. Believe me, this wasn't my first choice."

When they have finished with the packet, read them this:

The journey continues in relative quiet for hours. As you draw closer to the small town, there is a change in the atmosphere. The air seems heavier; the light less penetrating. Sounds seem muted, as do colors and scents. The area seems to sag in sympathy with the little town.

(The gamemaster should inform any Awakened characters of the *feel* of the background count as they draw closer to Neah Bay. Emerged characters will also feel something wrong in the area, but with a lesser intensity.)

BEHIND THE SCENES

The road to Neah Bay is a calm moment before entering the town. The only hint of trouble is the escalating background count as the team gets closer. The background climbs steadily until reaching its peak of +3. The background is aspected toward death. The runners may want to take a peek at the astral at this point. Astral space near Neah Bay is a mess. Swirling masses of black fog permeate the area cutting down astral visibility. The area is overcome with fear and pain. These conditions are clearly emanating from the town and intensify as the runners get closer.

Technomancers may wonder just what the hell is so wrong that they feel it. The feeling will be very difficult to isolate or express. An Intuition (3) Test will allow the Emerged in the group to voice the feeling as fear or as something akin to a nightmare. The town of Neah Bay happens to support a disproportionately large Emerged population. Most of these individuals have never used their abilities. They are Emerged without one iota of experience as technomancers. Couple this with the fevers and fear of the Hantavirus and you end up with a virtual background buzz: fear as a virus. Nothing strong enough to affect a technomancer's performance, but enough to remind them something is wrong here.

SCENE 3: AN EVENING BY THE BAY

SCAN THIS

From the moment the team arrives at the quarantine perimeter, the feeling leaking from the background is almost physical. The whole town seems shadowed and grey. The precautions for Hanta are easy enough: a breathing mask is supplied to each runner. The whole reason for the quarantine is to prevent people from wandering off or getting lost. Hanta isn't spread from person-to-person contact. It's time for the team to get to work. The logical starting point is the clinic. After that, it's back to the hospital, where the clinic staff is lending a hand, or talk to the locals. The staff at the hospital will have information on Hanta and the quarantine, but not much on the break-in or possible hiding places in the small town. The clinic staff will have some break-in details, but they know almost nothing of the town. The locals all have gripes about the quarantine, especially those who haven't actually been hit by the disease yet. Aside from providing a general townie's viewpoint, the locals can tell the team about the few sicknesses earlier in the year and the archaeology team that arrived a few weeks before the outbreak really got into swing. After a lot of running around and possibly getting nowhere, a local will let slip the motel where the dig team was staying. The information in the motel rooms will point to Waadah Island just off the coast. The team has come hoping to discover a physical record of an early Makah settlement on the island. The team is not in town and hasn't been seen since the previous day.

TELL IT TO THEM STRAIGHT

Route 112 is sealed off about a kilometer outside of the town. The roadblock consists of several Salish guards and a few light trucks to block the road. After a short discussion between the driver and the guards at the roadblock, the back of the transport opens and a box of breathing masks is passed around. Once you have donned your protective gear, John pounds on the wall of the transport twice, and you begin to move again. As you pull closer to the edge of town, the air feels clammy and dank. You pass near empty motels, and the few restaurants in town have clearly been closed for days.

As you approach the center of town, the hospital comes into view. Only a decade old, the squat building still has the look of new construction. Barely a clinic itself to your more urban eye, the hospital is bustling with activity as you pull up to the main entrance. Two ambulances are depositing more advanced cases at the Emergency entrance. The glass walls of the lobby show dozens of sleepless, worried people waiting for word.

"The staff from the clinic has moved here," John explains as your driver opens the rear doors of the transport. "We didn't want the scene contaminated any more than necessary. We'll just check in with the relief coordinators, here at the hospital, and then we can head to the clinic. Sound good?"

The faces in the lobby don't even look up at you as you pass. The relief coordinators, just inside the admissions area, are wearing grey scrubs bearing the Horizon logo with matching bags under their eyes; maybe not the most flattering ensemble, but definitely in season, and quite popular with the staff from what you can see.

John retrieves a handful of tags from one of the coordinators and gives the young woman a brief empathetic arm squeeze. Returning to the group, he hands you each a tag to clip to your clothing.

"These will identify you as being here on Horizon business. They're not exactly get-out-of-jail-free cards, but they will get you into most places in town without a hassle. Oh, and please be polite to the quarantine guards. They've had a rough time of it."

The town is small and the clinic is only a few blocks away. John leads the way as you step out into the evening fog.

The clinic is dark and sealed with what looks like a riot shutter. John swipes his passkey at the clinic entrance and the shutter lifts as lights come on inside. The glass doors to the clinic are shattered and your feet scrape and crunch through the debris.

John turns a monitor at the reception desk to face you all and taps out his access on the screen. A basic map of the clinic lights up the monitor.

When the team reaches the pharmaceutical storage room, read the following:

As you turn the corner, the destruction at the storage room entrance tells you what the shattered entrance doors hinted at: This was not professional. The lack of damage throughout the other areas of the clinic says the thieves knew what they wanted, but it looks like they were as subtle as C8. The steel door to the storage room is lying on the floor. The hinges have been knocked free of the wall and there are deep gouges in the surface of the metal.

The scene inside the storage room is no better. The cages that separate the various medicines have been bent and torn open.

Broken glass and torn plastic sheeting covers the floor. Vials of drugs—most broken, some intact—lay scattered across the room.

The cage that held the vaccine is completely empty. All the other antiviral or antibiotic agents in the cage have also been removed.

If the team wants to question the clinic staff, read the following:

John has arranged for a small doctor's lounge in the hospital to serve as an interview room.

The clinic's head, Dr. Kelly Debari, has come on behalf of her staff, which is all assisting in the running of the crowded hospital. Dr. Debari's dark hair and complexion mark her as a native Makah.

"I don't want to seem rude," she begins, after taking a seat. "But this outbreak is more than this hospital was meant to handle, and it's just me and two other doctors still up and moving, so let me try to shorten this up a bit. The clinic was broken into while all my people were here at the hospital. We were getting a vaccination lab set up here before we brought the vaccine over. When I went with one of my nurses to get the vaccine from the clinic, it was gone and the place was a mess. I contacted our regional director and was told we'd have help soon. Local security is almost non-existent, so it's been just waiting and working since then. I can answer other questions you might have, but that's all I know of the break-in."

If the team wants to question the hospital staff, read the following:

Trying to get any of the staff to talk to you for more than ten seconds at a time proves difficult, to say the least. After a lot of searching, you find the hospital's administrator, Dr. Auslander, as he is leaving one of the patient's rooms.

"I can't really talk now," he says as he pauses for a moment in the hall. "I can't think of a reason you're nosing around in the one place we know the vaccine isn't. You people want to help? Stay out of the way. These people need vaccine to have a chance and I don't need obstacles in my hallways."

His retreating back is the last you see of Dr. Auslander as a nurse motions to you from an open doorway.

"I know he seems awful, but he's been this way since the outbreak hit," she says. "I have a couple of minutes. I'll answer what I can."

When the team garners 10 hits talking around town, read the following:

The locals are, for the most part, tired. The outbreak was bad enough, but the quarantine feels like a punishment. A few of the porch-sitting older folks common to rural areas take the time to talk to you. Afterwards, it feels like you were talked at more than to. You're sure you asked some questions, but the narratives that followed could only be called answers because they were what came after a question.

On the plus side, you did learn that there were a few cases of something similar earlier in the year. At the time, it was put down as pneumonia. Only a couple of deaths, a few weeks apart, meant no one paid much attention. When the outbreak hit, there were several deaths in just a few days and the quarantine was put into effect. The only group of outsiders caught in the town was an archaeological team that had been doing some digging outside of town just before the outbreak. You know, those nice folks staying at the Cape Motel.

As you head for the Cape Motel, part of you wonders why no one else bothered to mention this. Part of you was wondering where that other shoe had been hiding.

BEHIND THE SCENES

Once they enter town, they should have their breathing apparatus firmly in place. Should any of the characters have a reason to want to smell the air, they will have to remove the mask. Smelling the air might actually help if the character has some form of advanced sense of smell. A Perception + Intuition (3) Test will detect blood and spoor in the air. Pointing this out to Dr. Debari or succeeding in a Medicine + Logic (3) Test will point to this being the potential cause of the outbreak. Pointing this out to Dr. Auslander will get the idea shot down and have it explained away as the smell of rancid halibut wafting in from the docks.

In the clinic, the destruction clearly indicates an amateur theft. The outer door breach is one thing, but the wholesale destruction of the storage room's reinforced steel door is quite another. An Engineering + Logic Test, or a default Logic (3) Test, will indicate a jackhammer would be needed for that force, but the marks in the door are too rounded and uneven (since they were made by fists and feet). A cursory examination of the storage room shows more of the same wanton destruction, with one difference. While the majority of the cages have been violently ransacked, the antiviral/antibiotic cage was emptied.

There are broken vials of tranquilizers and anesthetics that could fetch a huge load of cash on the open market, but not one dropped vial of ribavirin. The storage room's placement on the second floor, at the rear, coupled with the lack of real damage to most of the building should indicate the precise aim hidden in the wreckage.

The hospital staff may be pressed into more questioning, but will become aggravated if too much of their time is taken; they are in the midst of a huge emergency situation, after all. Their information is limited to medical questions and questions about the goings on in the hospital. Questions about Dr. Auslander will be met with the type of response one can expect from the underlings of a tyrant.

The townsfolk will be friendly but guarded. Due to the nature of the small town, word of the team's interactions will quickly spread among the people. A Negotiation (Diplomacy) (10, 1 hour) Extended Test will determine when the townies finally offer up the location of the dig team.

DEBUGGING

The biggest worries here are the team running in circles. Some gentle prodding towards the necessary information should be all that's needed. If all else fails, John can act as a Judas goat ... that is, helpful guide, if needed. John can also keep the runners from heading off too quickly if need be.

SCENE 4: AN EVENING BY THE BAY, PART 2

SCAN THIS

The Cape Motel is at the eastern end of town. The archaeological dig team had three rooms booked out for an extended stay. No one at the motel has heard from the team in a day or so. The runners will need to investigate the dig team's rooms for any insight into what they may have found. Only the middle room holds anything of real interest. The entire room is set up as a command center for the dig team. In among the maps and reference material is the dig leader's journal, which details the discovery of a prehistoric Makah site on Waadah Island. The journal hints at a type of shrine buried out on the little island. It also mentions the extensive rat warrens they've uncovered.

TELL IT TO THEM STRAIGHT

The Cape Motel is an affront to the word "motel." Perhaps, a long time ago, it was quaint. It may have, at one time, been picturesque. Now it's just a nostalgic scab on the side of the road at the edge of town. Squatting in classic horseshoe formation, the motel is dark and in desperate need of a new coat of paint. New windows, doors or an altogether new building wouldn't be out of the question. The desk clerk answers the bell on the third ring and, after John explains the situation, hands over the room keys.

The parking lot is nearly empty and the dig team's cars are parked in front of their rooms. No lights show in the rooms, no sound comes from behind the doors as you approach.

When they enter either side room, read the following:

The door swings inward and your hand seeks out the light switch by the doorframe. The twin beds are unmade and the room smells of earth and feet. A pair of boots lay by the end of the bed. Suitcases sit, open-faced, on folding stands near the open closet. The room is messy and looks lived-in ... just not today. A more careful inspection reveals only personal items in the room: clothes, toiletries, a travel clock. No sign of the teams' work is to be found.

When they enter the central room, read the following:

As the door swings into the room, its path is blocked just past halfway open. The room is so full of backpacks and equipment that the entry almost isn't an entry. The walls are covered in maps of the area charting rainfall, topography, simple roadmaps. The flat surfaces of the room are covered in more maps, printouts of historical texts, photos of the bay and its surroundings, and wrappers and packaging for a lot of fast food. In among the detritus of the expedition, you find a set of journals. The last pages tell you all you need to know.

(The gamemaster should now hand the players the Expedition Journal handout)

When they are finished reading the journal, read the following:

The tiny island in the bay hardly seems like a convenient place to have the village shrine. The island sits a half mile from the coast. Paddling out to the island to make offerings or ask for guidance seems unnecessary when you have miles of perfectly good coastline. Still, you're not here to question the wisdom of the ancient Makah, you're here to retrieve the vaccine. And while the island may seem like an inconvenient worship site, it seems like a very convenient place to land a small boat if you wanted to get into Neah Bay without attracting any attention.

BEHIND THE SCENES

The expedition that had taken up residence in the Cape Motel was drawn to the town after the discovery of a very old carving in the area. A couple months back, a local had discovered a nearly circular piece of heavily engraved quartz. The engravings were finely detailed and packed densely over the surface of the crystal. The lack of sizable quartz deposits in the area was only a single piece of the mystery that led to the dig team's arrival. The age of the piece in question was another: just over 10,000 years.

The news of the find traveled from the local to Dr. Debari to Horizon to John Silva. It was John's order that sent the dig team in, and he is feeling responsible when the abandoned rooms are found.

SCENE 5: FILL YOUR LUNGS WITH ISLAND AIR

SCAN THIS

On the way to the island road, the runners will notice the single avenue of approach across a wide open expanse. The fence to keep people from driving out onto the wall is intact. The approach to the island isn't the hard part. The island's current inhabitants aren't really watching the road.

When the runners make it to the island, they are greeted by the sight of shadowy figures in the fog and the sound of machinery, like fans. The figures are pouring boxes and bags into hoppers on snow-making machines. When they get close enough, the figures appear to be the dig team. The vaccine is mostly intact in cases near the middle of the island, having been tossed aside carelessly. Several hundred doses have been compromised, but more than seventy-five percent are still viable. If they interfere with the dig team or the vaccine at all, the shedim inhabiting the team will react with wanton, mindless violence. From the moment the runners engage the shedim, they have only a few minutes before the master shedim comes from the town to put an end to their meddling.

Game Information.....

SHEDIM BASICS

Shedim are bodysnatching spirits from the darkest places of the Astral realm. They enter our world by possessing corpses or naive mages making deals. They have a hatred of all things living (p. 154, *Street Magic*). They have become even angrier now that the passage from their realm has been closed.

Knowledge of magic or spirits would be helpful to investigations. The gamemaster should provide information appropriate to their group and use this as an opportunity to push the plot along.

TELL IT TO THEM STRAIGHT

The road out to the island begins as a narrow road and becomes a single walking path on a built up retaining wall that runs a full mile across open water. The trees on the island hold the air and fog from the ocean and make it nearly impossible to see the island clearly in the deepening gloom of the night. Swirls of mist and fog sweep across the bay on the chill ocean air. As you make your way along the path, you are continually surprised by how much you're not being shot. Three possibilities occur to you: a) the perpetrators are long gone; b) the perpetrators were never here; or c) this is going to be the worst surprise party you've ever attended.

Your feet hit the soil of the island, soil that has been churned recently and deeply. As your ears filter out the background noise of the ocean, you become aware of a hum in the air. The sound of something like an industrial fan or a boat motor running out of the water is coming from a bit deeper into the island tree line. The mechanical hum loses itself in the ocean noises even this close to the source. No one in town would ever hear it.

When they reach the small clearing, read the following:

Stepping to the edge of the small clearing, you can make out several figures moving between three large machines. The sound of fans emerges fully from the wind and surf now that you're within the small clearing. The figures don't seem to have noticed you yet. They move from a small pile near the far end of the clearing to the machines and back again, carrying sacks filled with something from the pile. The sacks are upended into the machines and the process repeats.

Moving around the edge of the clearing, still being ignored by the bag people, you manage to get a closer look at the pile. The smell hits you as you draw closer, even through your breathers: ammonia and animal filth. The pile is nothing but a collection of refuse and droppings from the rat warrens on the island with dead rats left in the mix for good measure. As the latest bag person approaches the pile, you see her face for the first time: she belongs to the archaeological team. From your better vantage, you can now see that most of the shuffling crew is made up of the dig team. There are a few locals as well.

They continue to ignore you as they go about the business of pouring rats and their effluvia into what appear to be snow-making machines. Plumes of filth being chopped fine, aerosolized, and spat into the constant sea breezes and fog rolling into Neah Bay. The breather no longer feels like enough. As you turn from the sight to compose yourself, another sight catches your eye. A few meters away, partially covered in dirt and filth, are the cases from the clinic.

(*At this point, unless they leave the island and don't look back, there's going to be a fight. See Grunts and Moving Targets*)

After the shedim have been dispatched, read the following:

Making sure your breathers are firmly affixed and hoping for the best, you set to shutting down the machines. Each gory snow maker is encased in a slick film of putrid filth. As you finish shutting down the last machine, you wonder if you'll ever feel clean again. John squats by the cases taken from the clinic.

"Looks like most of the vials are still good," he says as he puts aside some broken glass from inside the case. "I'd say we lost about 500 doses. Sti-"

John's words are cut off as his body is suddenly slammed against a tree. From the fog, Dr. Auslander coalesces into view, his arm raised towards John. He doesn't seem interested in talking.

BEHIND THE SCENES

The background count on the island is even worse than in town, +4. Dr. Auslander functions within the aspect of the area.

The shedim's first attacks will always be attempts to dislodge the breathers from the runners.

After a couple of rounds, John will recover and enter the fight like a modern berserker, without any of his affable persona and with an utter single-mindedness.

PUSHING THE ENVELOPE

The easiest way to up the stakes at this point is to add Dr. Auslander to the mix in the initial fight. If you still want to keep the two fights separate, then a few additional shedim, or upping the Force of the shedim present, should do the trick. If you want to make the Master Shedim fight harder, you don't have to change the good doctor at all; though upping his force or adding a few shedim to his entourage is also a possibility. All that is really necessary to make the fight truly difficult to win (in the fullest sense of the word) is to switch Dr. Auslander's focus to attacking the vaccine. Once the vaccine is destroyed, he will turn his full attention to destroying the runners.

John can also be unconscious for the duration of the fight.

SR4A
Shedim, Force 6

B	A	R	S	C	I	L	W	Edg	Ess	M	Init	IP
6	6	8	6	6	6	6	6	6	6	6	11	2

Astral init/IP: 8, 3
Movement: 10/25
Skills (Dice Pools): Assensing 12, Astral Combat 12, Dodge 14, Perception 12, Unarmed Combat 12
Powers: Astral Form, Deathly Aura, Energy Drain (Karma, Tough Range, Physical Damage), Fear, Immunity (Age, Pathogens, Toxins), Paralyzing Touch, Possession (Dead or Abandoned Vessels), Sapience, Shadow Cloak
Weaknesses: Allergy (Sunlight, Mild), Evanescence

SR5

B	A	R	S	W	L	I	C	E	Ess	M
6	6	8	6	6	6	6	6	6	6	6

Initiative: 14+2D6
Astral Initiative: 12+3D6
Movement: 12/24/+2
Condition Monitor: 11/11
Limits: Physical 9, Mental 8, Social 8
Armor: 0
Skills (Dice Pools): Assensing 12, Astral Combat 12, Gymnastics 14, Perception 12, Unarmed Combat 12
Powers: Astral Form, Deathly Aura, Energy Drain (Karma, Touch Range, Physical Damage), Fear, Immunity (Age, Pathogens, Toxins), Paralyzing Touch, Sapience, Shadow Cloak
Weaknesses: Allergy (Sunlight, Mild), Evanescence

GRAVATO '6

Game Information

Dr. Auslander
Master Shedim, Force 8

B	A	R	S	C	I	L	W	Ess	M	Init	IP
8	8	11	8	8	8	8	8	8	8	19	3

Astral Init/IP: 16, 3
Movement: 10/25
Skills: Assensing, Astral Combat, Counterspelling, Dodge, Perception, Spellcasting, Unarmed Combat
Powers: Astral Form, Astral Gateway, Aura Masking, Banishing Resistance, Compulsion, Deathly Aura, Energy Drain (Karma, Tough Range, Physical Damage), Fear, Immunity (Age, Pathogens, Toxins), Possession (Dead or Abandoned Vessels), Regeneration, Sapience, Shadow Cloak, Spirit Pact, Accident, Noxious Breath
Weaknesses: Allergy (Sunlight, Mild), Evanescence
Spells: Agony, Armor, Ball Lightning, Death Touch, Levitate, Mass Agony, Mist, Poltergeist, Powerbolt, Toxic Wave

SR5

B	A	R	S	W	L	I	C	E	Ess	M
8	8	11	8	8	8	8	8	8	8	8

Initiative: 19 + 2D6
Astral Initiative: 16+3D6
Movement: 16/32/+2
Condition Monitor: 12/12
Limits: Physical 12, Mental 11, Social 11
Armor: 0
Skills: Assensing 16, Astral Combat 16, Counterspelling, 16, Gymnastics 18, Perception 16, Spellcasting 16, Unarmed Combat 16
Powers: Astral Form, Masking (Initiate Power), Banishing Resistance, Deathly Aura, Energy Drain (Karma, Touch Range, Physical Damage), Fear, Immunity (Age, Pathogens, Toxins), Paralyzing Touch, Regeneration, Sapience, Shadow Cloak, Accident, Noxious Breath
Weaknesses: Allergy (Sunlight, Mild), Evanescence
Spells: Armor, Ball Lightning, Death Touch, Detect Life, Levitiate, Powerbolt, Poltergeist, Toxic Wave

Game Information

SHEDIM SPIRIT POWERS

The Powers presented here are representative of the ones utilized by the spirits in this adventure. The versions presented here may be modified when the shedim are fully presented in a future *Shadowrun, Fifth Edition* book.

Banishing Resistance
Type: M **Action:** Auto
Range: Self **Duration:** Special

For the purposes of resisting Banishment (p. 326, *SR5*), treat the spirit as if it had a number of services equal to its Edge that refresh every sunrise and sunset. These are in addition to the services the spirit may actually owe a conjurer.

Deathly Aura
Type: P **Action:** Simple
Range: Special **Duration:** Sustained

The spirit exhibits an aura of primordial fear and decay that taints the surrounding environment. For an area with a radius (Force) meters around the spirit, the temperature drops by twice the Spirit's Force in degrees centigrade. Furthermore, organic materials decay at an accelerated rate. This decay is not fast enough to noticeably damage large creatures or metahumans. Living creatures are struck by unreasoning terror and must succeed in an Opposed Test between their Charisma+Willpower and the spirit's Force x 2 in order to enter the affected area willingly.

Energy Drain
Type: M **Action:** Complex
Range: Touch **Duration:** Permanent

The shedim's Energy Drain power sucks the life energy from a victim in the form of Karma. This cannot be performed against a physically resisting subject. Draining a point of Karma requires a Willpower+Magic (10 – target's Essence, 1 minute) Extended Test. If disturbed or interrupted, the power fails to drain the target. If the extended test is completed, the shedim drains one point of Karma, adding to the shedim's own total.

Victims suffer one box of Physical damage for each point drained. Victims will appear drained, withered or hollow and are sometimes marked permanently.

Shadow Cloak
Type: P **Action:** Free
Range: Self **Duration:** Sustained

This power allows a creature to envelop itself in utter darkness, making it appear as a shadow. Shift the light modifier one level downward on the Environmental Modifiers table (p. 175, *SR5*) when someone is trying to see the shedim using this pwer. Shadow Cloak is useless in full light and redundant in full darkness.

SCENE 6: HOME AGAIN, HOME AGAIN ...

SCAN THIS

The runners make their way back to town. The vaccine, what's left of it, is handed over to the clinic staff. It's possible the team lost all the vaccine, in which case the staff will move ahead trying to keep people alive until more vaccine can be manufactured and delivered. The runners are patched up and have a final word with John about the job. Any runner who put herself in harm's way to save the vaccine and complete the mission will have earned big points. Rewards will be transferred and the team will be sent home.

TELL IT TO THEM STRAIGHT

If they recovered some of the vaccine:

Back at the hospital, John hands over the remaining vaccine to Dr. Debari. As your wounds are tended to by the clinic staff, a tired but relieved Dr. Debari leaves to begin setting up in the vaccination lab.

"I have to start on my reports," John says, as he stretches out his sore back and shoulders. "Thank you all. I've upped you to the 'hazard pay' scale and I'm transferring the bonus as well, considering the extremity of the situation. Don't forget your shots before you go. You weren't exposed for long, but better safe than sorry, neh? It was a ... pleasure?"

As John moves off down the hallway, your 'link pings you with the details of the transfer and a personal thank you, signed by Spazz.

If they lost all the vaccine:

Back at the Hospital, John breaks the news to Dr. Debari. Debari's shoulders sag, and her face seems older for a moment. The moment passes quickly; she nods, composes herself and moves off to continue the losing battle against the disease. The clinic staff hurriedly tends to your wounds and disappears back into the depths of the hospital.

"I know you tried," John says, as he pulls on his jacket and examines a rip in the sleeve. "I'm transferring your pay now. I'll book some clinic time for you all when you return home—on our dime. Better safe than sorry. There will be a transport for you waiting outside."

With that, he turns and walks deeper into the hospital. Your 'link pings you with the transfer details as you scan the sea of faces in the hospital waiting area.

As the team leaves the town:

Even before you pull out of town, the feeling of gloom seems to be lifting. It's still a quarantine zone, but at least it's just a disease now. The wound in the manascape seems to be closing. The rest of the trip home is uneventful. The scenery slips by in a reverse replay of your trip to the small town. The Salish border guards barely acknowledge you as you pass.

When the ferry deposits you back on the Seattle side of the Sound, you take a moment to breathe in the sea air. Then you decide to do some chemsuit shopping.

BEHIND THE SCENES

If John has been impressed with a particular team member, he will take them aside and tell them so. In the transfer files the team receives will also be the activation code for their upgraded personas. The main purpose for the P2.0 upgrades is to allow John and the rest of Horizon's SMORC to keep better tabs on every runner they tag with them. The runners could simply choose not to use the codes.

If the runners have succeeded in stopping the outbreak, the news trids will breeze through the theft recovery and focus on the story of the courageous doctors in the little town. If they failed, the trids will cover the suffering of one of the longest continuously settled villages in the Americas. Either way, Neah Bay will be in the news for the next several weeks and Horizon's continued outreach efforts in the area will be a big part of the story.

No mention of the dig team will be made, nor of the supposed shrine on Waadah Island. The shedim, the wounded manascape, the cause of the outbreak: all will not be mentioned in the news.

PICKING UP THE PIECES

MONEY

As agreed upon, each PC has additional pay coming to them:

- 2,500 nuyen each for discovering the source of the outbreak (half up front)
- 2,500 nuyen each if the runners recover most of the antiviral
- 250 nuyen per Negotiation hit to a maximum of 4,000¥ (as per **Scene 1: Not Tomorrow, Not Today ... To-NOW**)

KARMA

- 2 Karma for stopping Dr. Auslander.
- 1 Karma for recovering the antiviral.

An additional 1–3 points of Karma may be awarded for good role-playing, a good sense of humor, a solid grasp of the rules, keeping the adventure and action moving, or a particularly insightful action (for *SR5* players, the rewards for this type of good roleplaying is refreshed Edge instead of Karma). Players should earn these, and the full 3 points should only be awarded to the best players. The maximum adventure award for characters that play this adventure is 6.

CONTACTS

On completion of the mission the characters will receive access to the Horizon P2.0 network. This acts as a contact with Loyalty 1 and Connection 3.

If they talked their way out of the Cutters encounter they can get Sibha with Loyalty 1 and Connection 1

Characters might interact with NPCs not specified by the Mission and may earn these NPCs as a contact at Loyalty 1. They may also work with non-Mission specific contacts they have already earned or that they bought at character creation, and gain a +1 Loyalty to these contacts, with a maximum Loyalty of 4. Gamemasters should not grant these lightly, and players should have to work to earn these contacts by impressing the NPC, offering up favors, or paying them above the standard rates for information or services.

LEGWORK

When a PC gets in touch with a contact, make a Connection + Connection Test for the contact. The results of this test will determine how many ranks of information the contact knows about the question. (Apply die modifiers to this test based upon relevance of the contact to the subject matter.) A PC then makes a Test of Charisma + Etiquette + Loyalty rating. The contact will reveal that many levels of information about that topic for free. (Up to the number of hits scored by the contact for that topic.) If the contact knows more, additional information will require a payment to the contact of 200 nuyen.

A Data Search may also be utilized to gather information from the following charts. They may make an Extended Logic + Data Search Test, limited to a number of rolls equal to their dice pool (p. 58, *SR4*, p. 48, *SR5*). Hits on this extended test may be substituted for hits from a contact, per the standard Data Search chart (p. 220, *SR4*; p. 241, *SR5*).

SHEDIM

Contacts	Data Search	Information
0	0	New band on the club scene.
1	3	Some sort of evil spirit. Run!!
2	6	They possess dead metahuman bodies.
3	10	They gain access to our world through naive mages or by possessing a corpse. Has a hatred for all living things.
4	18	Shedim are bodysnatching spirits with a hatred for all living things. They are believed to be working on a way to bring about a darker apocalypse, global war without end.

CAST OF SHADOWS

JOHN "SPAZZ" SILVA

John Silva is enthusiastic. The word enthusiasm, or some variation thereof, has appeared in every stellar performance review John has ever received, including kindergarten. That enthusiasm, coupled with a nearly insatiable thirst for knowledge and new experiences, has led John to quit almost every job he's had shortly after those glowing reviews. Before coming to work for Horizon, John worked for a variety of small PR firms, media outlets, and minor think tanks. Quitting jobs, without being fired, was nearly an annual event for John until he joined Horizon. The shifting corporate structure of Horizon sits well with John's mercurial nature.

It was John's nature that earned him the nickname Spazz. While being filled with energy, highly motivated, and extremely enthusiastic are all desirable traits in a coworker or employee; most people believe that a certain amount of sunshine has been blown into an orifice during the interviewing process. Everyone expects John to settle down once he's gotten the job. This is a bit like expecting a feral ghoul to not eat you while you sleep just because you invited it into your home. The welcome doesn't change its nature. After a very short time in John's company, one comes to the realization that your choices are the same as running away from said feral ghoul: keep ahead of it or get eaten. And no one likes the guy in the office that makes everyone else look bad, which is natural and good. Except that it's so hard to dislike John. So instead he was saddled with the nickname Spazz to make him seem less threatening to his coworkers. Which had all the effect of naming the ghoul Pookums and putting a bow in its hair—you're still going to get eaten. John has embraced his inner Spazz with the rampant energy he pours into everything he does.

Given his natural talents with people, it is often assumed that John came to Horizon through the PR door this is incorrect. John Silva was hired into Horizon as a security consultant. People often fail to wonder what John did for all those smaller companies. He began his career as simple physical security but rapidly expanded his repertoire to include intelligence gathering, counterintelligence, corporate etiquette, and a host of other minutiae gleaned from those he guarded. After a highly publicized rescue of an ambassador's niece from a car bomb and the hail of gunfire that followed, John found himself invited to join Horizon. Even John assumed it was for his security skills but the powers that be had been quite impressed with John's grace under the dazzling lights of public scrutiny.

As it turned out, John had a knack for public relations. His quick mind kept him from being sandbagged by even the most belligerent journalists, and after a few months he was invited to join the Street Market Opposition Research Cadre. The combination of his naturally open disposition and his security and intelligence training gave him a decided advantage when dealing with people who are used to being lied to. People simply find John disarming. While John cultivates this, it isn't affectation on his part. He is genuinely open, happy, enthusiastic, and inquisitive. The fact that this leaves John in a superior social position is just a byproduct.

John had recently dispatched a group of archaeologists to do some digging in Neah Bay after the discovery of an unusual artifact in the area. After the early reports turned grim, John was cut off from the team by the quarantine. So when Horizon asked him to take the lead in resolving the situation at the Neah Bay outreach clinic, John leaped at the opportunity and hit the ground running. John wants to investigate the illness and check up on the team, but he wants to remain out of the limelight. To this end, John has hired the runners to be his reverse camouflage. An individual skulking about town and asking questions can attract attention, whereas a team of runners hunting the vaccine makes it seem normal.

B	A	R	S	C	I	L	W	Ess	Init	IP	Arm
7(10)	4(9)	4(7)	6(7)	5	5	5(7)	5	0.745	12	3	5/3

Skills (Dice Pools): Athletics skill group 9, Automatics (Machine Pistol) 13(15), Dodge 11, Influence skill group 9, Instruction 8, Knowledge: Media 9, Longarms 11, Perception 8, Pilot Groundcraft 10, Pistols 12, Stealth skill group 12, Unarmed Combat 14

Qualities: Erased (10), Biocompatibility, Linguist, Poor Self Control (Combat Monster)

Augmentations: Bone density augmentation 2, cerebral booster 2, mnemonic enhancer 3, muscle toner 4, mephritic screen 4, reception enhancer 3, sleep regulator, suprathyroid gland, synaptic booster 2, daredrenaline, neo-EPO, Qualia, Reakt, Synch

Gear: Commlink (Device Rating 5), Berwick Armored suit and shirt

Weapons:

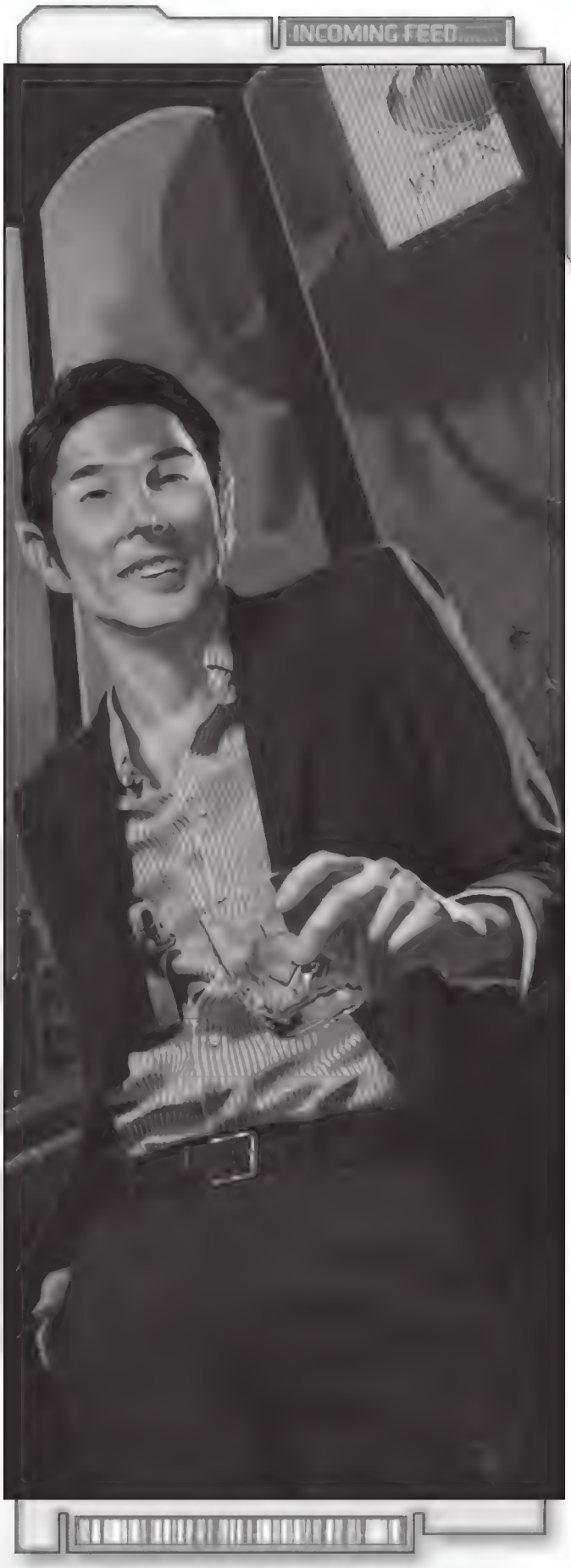
Ontari Equalizer [Machine Pistol, DV 4P, AP –1, BF/FA, RC (1), 12(c), w/ laser sight]

SR5

B	A	R	S	W	L	I	C	Edg	Ess
7(10)	4(9)	4(7)	6(7)	5	5(7)	5	5	5	0.745

Initiative: 12 + 3D6
Movement: 18/36/+2
Condition Monitor: 13/11
Limits: Physical 8 (11), Mental 7 (8), Social 6
Armor: 8
Skills (Dice Pools): Athletics skill group 10, Automatics (Machine Pistol +2) 13(15), Gymnastics 11, Influence skill group 10, Instruction 8, Knowledge: Media 9, Longarms 12, Perception 8, Pilot Groundcraft 10, Pistols 12, Stealth skill group 12, Unarmed Combat 14
Augmentations: Bone density augmentation 2, cerebral booster 2, mnemonic enhancer 3, muscle toner 4, nephritic screen 4, reception enhancer 3, sleep regulator, suprathyroid gland, synaptic booster 2
Gear: Actioneer Business Clothes, Transys Avalon (Device Rating 6)
Weapons:

Steyr TMP [Machine Pistol, Acc 4, DV 7P, AP —, SA/BF/FA, RC —, 30(c)]



HANTAVIRUS

Hantavirus (cardio-)pulmonary syndrome

In 1993 a new variant of Hantavirus was found to cause Hantavirus Cardiopulmonary Syndrome, or HCPS. This new strain, called the Sin Nombre Virus, was first identified by Terry Yates, a professor at the University of New Mexico. While other forms of Hanta primarily affect the renal system, Sin Nombre attacks the lungs.

HCPS is a deadly disease transmitted by infected rodents through urine, droppings, or saliva. Humans can contract the disease when they breathe in aerosolized virus. Although rare, HCPS is potentially deadly. Rodent control in and around the home remains the primary strategy for preventing Hantavirus infection. People suspecting illness are encouraged to contact their local health department.

What is the infectious agent that causes Hantavirus (cardio-)pulmonary syndrome?

Hantavirus pulmonary syndrome is caused by the Sin Nombre virus. This virus is a type of Hantavirus. Most Hantaviruses attack the kidneys, but the Sin Nombre virus attacks the lungs. It infects the walls of the capillaries (tiny blood vessels in the lungs), making them leak and flooding the lungs with fluid.

Where is Hantavirus (cardio-)pulmonary syndrome found?

Hantaviruses are found in rodents in different parts of the world. Each Hantavirus has a preferred rodent host. The Sin Nombre virus is carried by the deer mouse, the cotton rat, and perhaps other rodents common throughout North America. These rodents live in semi-rural and rural areas and infest camps, old buildings, barns, and homes.

How do people get Hantavirus (cardio-)pulmonary syndrome?

Wild rodents spread HCPS to people. The Sin Nombre virus is passed in the saliva, urine, and droppings of infected rodents. The virus can live for a few days in contaminated dirt and dust. People are infected when they breathe in tiny particles of these materials in dust from places where rodents are living and active. People can also be infected by handling contaminated materials and then touching the mouth or nose.

HPS is not spread from person to person. Cats and dogs do not spread the illness either, although they can bring infected rodents into contact with humans.

What are the signs and symptoms of Hantavirus (cardio-)pulmonary syndrome?

The first symptoms are general and flu-like: fever (101°F-104°F), headache, stomach pain, pain in the joints and lower back, coughing, and sometimes nausea and vomiting. The main symptom is difficulty breathing as the lungs fill with fluid. This can quickly lead to an inability to breathe and, in severe cases, death from suffocation.

How soon after exposure do symptoms appear?

Symptoms can appear from 3 days to 6 weeks after infection, but usually within 2 weeks.

How is Hantavirus (cardio-)pulmonary syndrome diagnosed?

Because the early symptoms are not specific and vary from person to person, HCPS is hard to identify in its early stages. It is usually detected only when it affects the lungs and causes breathing problems.

Who is at risk for Hantavirus (cardio-)pulmonary syndrome?

Unlike many illnesses that mainly strike people with weakened immune systems, HCPS has hit mostly strong, healthy persons. Those who work, play, or live in closed spaces with active rodent infestation are at risk, although the chances of infection are low. The risk to campers, hikers, and tourists is very small.

People who should take special precautions against HCPS are: 1) people who often handle or are exposed to rodents, such as wildlife biologists and exterminators, 2) people who clean or work in attics or crawl spaces where rodents might be living and active, and 3) people who clean or renovate buildings that might be actively infested with rodents.

What complications can result from Hantavirus (cardio-)pulmonary syndrome?

Infected persons can develop untreatable respiratory failure. HCPS is fatal to more than half of those who become infected.

How can Hantavirus (cardio-)pulmonary syndrome be prevented?

- The best way to prevent HCPS is to avoid contact with rodents and to avoid inhaling dust that might be contaminated with rodent saliva, urine, or droppings.
- Control mice inside. Keep the kitchen clean, and store food and trash in containers with tight lids. Carefully dispose of dead rodents trapped indoors or brought inside by pets. Rodent-proof the house by sealing cracks and clearing brush from around foundations.
- Control mice outside. Eliminate possible nesting sites. Elevate hay, woodpiles, and garbage cans, and place them away from the house. Store animal food in closed containers.
- Use safety precautions when cleaning indoor or outdoor areas that might be contaminated with rodent saliva, urine, or droppings. Do not stir up and breathe dust. Before cleaning, wet down potentially contaminated areas with a household disinfectant (such as bleach or alcohol). While cleaning, wear rubber gloves, and disinfect them after use. Dust masks that cover the nose and mouth can also help.

When participating in outside activities, stay clear of rodents and their burrows and nests. Keep campsites clean and food tightly sealed. Open up and air out outbuildings and rural or wilderness cabins before entering or cleaning. Remove garbage and trash before leaving.

RECONNAISSANCE REPORTS

ARCHORWAAISL
01:12:21:13

Flyovers Complete. Another day, another rodeo...

Locals have nixed the reports of some kind of structures on the island. Apparently, the occasional drunk fisherman gets it in his head there are totem poles and fragments of long houses sticking up out of the soil near the tree line... funny how both of the aforementioned items could be said to resemble trees in the fog. Seems the rumors have been around for years... the locals just tend to ignore the random, invariably Anglo, boater that turns up asking. There's nothing there. The island's only a few acres and aside from trees, there's not much to see on the flyover shots.

Still, it's where the disc was found, according to the good doctor... or the good doctor's source, anyway. Yeah...third-hand information...great way to start a dig. Glad I'm not paying for it.

We'll start ground scouting the coast for other signs of another buried settlement. Hasn't been a find like that around here in a century and a half. I'm not getting my hopes up, but it's worth considering.

That disc had to come from somewhere. Ten kilos of quartz in an almost perfect circle... the whole surface covered in tight, precise petro glyphs like no one has ever seen... and dated at over 10,000 years. We find the reason for it and we're part of history.

ARCHORWAAISL
03:13:37:27

What a fruitful couple of days...

Aside from learning that no one around here knows anything about the disc, where it might have been found or even who the kid is that found it....it's been a great start. I had a talk with Dr. Debari from the clinic. She says the kid wandered in to the clinic and handed it to her. She didn't recognize him, but the clinic is fairly new and she hasn't been here long. She said he was seriously tribal...old school Makah...I had Mary and Castro poke around some of the old townie hangouts, but they didn't twig the kid's description.

Jay and C.C. have hopped another couple runs on the local puddle jumpers and found exactly squat. The level of vegetation in the area makes flyovers almost useless... but as Professor Hildred used to say, "Almost ain't all."

Even so, I think we'll start sticking to the ground. The flyovers cost, and while the company's being generous, I don't want to take advantage.

Squirrel is having a hell of a time, though. She hasn't been able to kick the headache since we got here. She says there's nothing job related and it's not awful, she just can't shake it. I have no idea what to do...she's the first technomancer I've worked with. Dr. Debari gave her a clean bill and some headache meds, but I'd prefer to know what's causing it... even if it's just allergies. I used to work with a guy that had the worst travel allergies...didn't matter where he went or what it was like there...non-stop sneezing.

We'll map another sector tomorrow and keep poking around the town in the evenings. And I do mean poking...fog rolls in thick as wool in the evenings around here.

ARCHORWAAISL
11:09:35:18

Fanfriggintastic.

The clinic and hospital have been burning the midnight oil the last few days... turns out there's a run of pneumonia. I'm not too surprised with all the fog and the chill at night. I'm more surprised that anyone living here is still susceptible.

Nothing around the whole perimeter to a mile out... O.k., not nothing... just not what we're here for. The place is actually pretty nice. I'm not used to this much green that can't kill you. Nothing but normal trees and plants...worst thing to worry about here is poison ivy...or is it sumac...I'll have to check with Castro.

Point is...I'm so used to either desert or jungle. If I'm not worrying about thirst, heat stroke and scorpions, I'm worried about malaria, snakes or eating the wrong berry and spending the last few days of my life in the john. The pneumonia thing is the first worry I've had here.

Mary went out alone today with more questionnaires for the locals. Castro has been feeling poorly the last couple days. If he's not up in another day, I'm getting him to the clinic. I'm not playing around with pneumonia. According to some of the older folks, there are stories of when the island was used as a place to commune with the spirit world, but even the Makah say there was never anything built out there. They said it would have offended the spirits.

Squirrel is starting to go stir crazy. She's doing a great job keeping our notes in order, but that's hardly work for someone with her abilities. Who knew the place would be such a wasteland for a techno. And she still has the headache...says it's just background noise now, but still.

Jay and C.C. have been hitting the shovels double hard. I need to remember to commend them in the official report. You'd think they were part badger the way they move earth.

Still feeling like this is a wild goose chase, but I don't make the big decisions.

Keep on keepin' on...or we're out a paycheck. Not really a tough choice.

ARCHORWAAISL
22:14:31:09

Pneumonia, my ass.

I've seen this before. If I hadn't had my head in holes across the countryside, I could have told them. Or maybe not...I don't know. I've never seen an outbreak like this. It's got to be Hanta. I know the sound of it...the smell. But it can't. It's got to be something else... Hanta can't be an epidemic. Not unless the whole town found the same rat's nest. Something is seriously wrong here.

Thank God whatever Castro had was just a bug... he's back on his feet and itching to hit the work.

The Salish have moved in and set up a quarantine perimeter. I don't blame them; I just wish we weren't in it.

Jay and C.C. haven't come back from digging yet, today. They were heading out along the retaining wall to Waadah.

ARCHORWAAISL
22:18:22:37

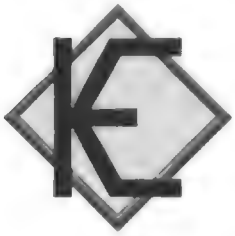
Jay and C.C. have come back. C.C. has a pretty bad bite on his ankle. Apparently the first step onto the island, C.C. put his boot in a rat warren... a big one. This is bad for a couple of reasons: 1) Jay also said he saw obviously manmade shapes in the tree line...figures. 2) Big rat warren equals possible Hanta connection.

I've sent Jay to wake Mary, Castro and Squirrel. I want to check that island. We've got breathers and I know my way around Hanta. As long as we're careful, we'll be fine.

I know it's not what we're here for, but with the added incentive of those manmade shapes Jay mentioned, I don't see how we can not go...or even wait to go. We've been spinning our wheels because I thought the island was a bad call... maybe I could have had us in the right place weeks ago. Maybe I could have twigged the Doc to the Hanta sooner.

Damnit.

//archive/KnightErrent/Athack/Casefile: Mayan Cutter



Case File: KE-381-77234-H78

Subject: MAYAN CUTTER, FINAL REPORT

Filed By: Detective Theodore Athack

Date: 02.04.72

The first identified victim of Jose Martine, dubbed the "Mayan Cutter" by the press, was discovered in Tacoma on 11.13.69. The victim was a homeless Caucasian male elf (**see case file KE-381-77234-A01**) who frequented the docks. The killing was kept quiet by Lone Star, and early reports were filed away as low priority and not followed up on, due to the victim's lack of SIN.

The modus operandi of the murder is the same stylized, ritualistic killing that the cutter became famous for within a few months. The victim was sedated with a neurotoxin that paralyzed them, but left them awake. The killer then would begin cutting them, presumably using a very sharp blade made of obsidian. The cuts made were likely painful and deep, but not life threatening by themselves. They formed a pattern across the victim's torso, throat, arms, and upper thighs. Later victims were all found with an identical pattern carved into them. The victim was then let to bleed out before being hung up somewhere public near the original murder. There were never any witnesses, nor any recorded evidence of the murder found.

Microscopic fragments of obsidian (**see evidence files KE-3181-77234-006 through -048**) were found inside the wounds of the 6th victim and each subsequent victim, and though this was not discovered during the autopsies of the earlier victims, it was easy to overlook and Lone Star was not performing the most thorough examinations at that point. Each of the early victims were SINless, and thus cremated, so was impossible to verify that the obsidian blade had been used.

The first twelve verified murders were all SINless, with 11 of the victims being metahuman. The first SINner killed by Martine was discovered on 06.23.70, the 13th victim to be discovered. The press found out about the murders shortly after, and on 07.19.70, KSAF released the first news report about the killings and dubbed the killer the "Mayan Cutter", speculating that the killings were part of some magic ritual or cult killing, due to passing similarities to designs found a few Mayan Temples. No connection to rituals or cults was ever confirmed. Most of the victims were metahuman, with the majority being SINless.

The killing continued for over two years, and despite mounting pressure from the public Lone Star was unable to track down Martine. When Knight Errant was awarded the Seattle Contract in January of 2072, one of our primary directives was to find and stop Martine. A Special Crimes task force was formed, headed up by myself. There were three more deaths during January, bringing the confirmed kill count to 48, with almost 20 more deaths and missing persons suspected to be linked.

On 02.02.72 we managed to track down a talismonger that specialized in unusual ritual materials, who had sold a number of obsidian knives that matched our murder weapon (**see case file KE-3376-78203-B35**). Following the payment trail led us through two different false trails, and eventually let us identify the killer as Jose Martine, a disgruntled former Aztechnology factory worker who had been laid off several years ago and who our forensic psychologist believes blamed cheaper metahuman labor for his layoff.

We traced Martine's location to the Puyallup Barrens and found him finishing up his final murder **(see case file KE-3181-77234-A48)**. He attempted to flee, and during pursuit opened fire on our officers, who returned fire. Jose Martine was pronounced D.O.A. at Seattle General shortly after. Searching Martine's apartment, we found a number of obsidian knives that had traces of blood on them as well as clothing with traces of DNA. The blood and other DNA matched up to several of the Mayan Cutter's victims.

DEBRIEFING LOG

SHADOWRUN

PLAYER _____ DATE / /

CHARACTER _____ LOCATION _____

CMP 2010-01 Manhunt

Fifteen years ago, Seattle was plagued by a number of vicious animal attacks. These attacks seem to be on the rise again, but when Knight Errant refused to take them seriously, a retired Lone Star cop takes matters into his own hands. Is this just a coincidence or is Seattle about to repeat history?

- ○ Mission concluded to Hua's satisfaction with truth uncovered/hidden
- ○ Chaaya's true nature discovered
- ○ Hippy cannibal cultists destroyed/repulsed
- ○ Wendigo leader destroyed/survived

Names		Character Improvement	Karma Cost
_____		_____	
_____		_____	
_____		_____	
_____		_____	
_____		_____	
_____		_____	
_____		_____	
_____		_____	

Previous Available	_____	Street Cred	_____
Earned	_____	Notoriety	_____
Spent	_____	Public Awareness	_____
Remaining Available	_____		
New Career Total	_____		

Previous Available	_____ ¥	GM's Name	_____
Earned	_____ ¥	GM's Signature	_____
Spent	_____ ¥		
Remaining	_____ ¥		

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PLAYER HANDOUTS

DEBRIEFING LOG

SHADOWRUN

PLAYER _____ DATE / /

CHARACTER _____ LOCATION _____

CMP 2010-02 Carbon Copy

A serial killer is stalking Seattle's Ork Underground. Fixer and legendary hacker William MacCallister is determined to protect both his territory and his family, but he does not understand the nature of the threat facing him. Can the runners dispatch the latest killer and live to tell the tale?

- ○ Mayan Cutter was captured.
- ○ Mayan Cutter was killed.
- ○ Saved Marie MacCallister

Names

Character Improvement Karma Cost

Previous Available _____
Earned _____
Spent _____
Remaining Available _____
New Career Total _____

Street Cred _____
Notoriety _____
Public Awareness _____

Previous Available _____ ¥
Earned _____ ¥
Spent _____ ¥
Remaining _____ ¥

GM's Name

GM's Signature

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DEBRIEFING LOG

SHADOWRUN

PLAYER _____ DATE / /

CHARACTER _____ LOCATION _____

CMP 2010-03 Ashes

Six decades after the Awakening, Seattle's Ork Underground stands at the very threshold of mainstream endorsement. But with Governor Brackhaven's election, can this safe haven for metahumanity hope to weather the coming political storm?

- ○ Fire damage successfully/unsuccessfully mitigated.
- ○ Lordstrung exit successfully/unsuccessfully evacuated.
- ○ Walkout peaceful/violent/complete bloodbath.

Names		Character Improvement	Karma Cost

Previous Available		Street Cred	
Earned		Notoriety	
Spent		Public Awareness	
Remaining Available			
New Career Total			

Previous Available	¥	GM's Name	
Earned	¥	GM's Signature	
Spent	¥		
Remaining	¥		

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PLAYER HANDOUTS

DEBRIEFING LOG

SHADOWRUN

PLAYER _____ DATE / /

CHARACTER _____ LOCATION _____

CMP 2010-04 Humanitarian Aid

Horizon's community clinic was robbed, days before their scheduled outreach program. When 3,000 people are at risk of dying, even the good guys will call you to go and hurt some bad guys.

- ○ Recovered vaccine.
- ○ Lost the vaccine.
- ○ Stopped the Master Shedim

Names		Character Improvement	Karma Cost

Previous Available		Street Cred	
Earned		Notoriety	
Spent		Public Awareness	
Remaining Available			
New Career Total			

Previous Available	¥	GM's Name	
Earned	¥	GM's Signature	
Spent	¥		
Remaining	¥		

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Welcome to THE ORK UNDERGROUND!

1. Smith's General Store
2. Crossroads Cafe
3. Trango (Clothing)
4. Orkish Foods
5. Bluebeards Bar
6. Kicks Saloon
7. Roughneck Apparel
8. Underground Gear
9. Killa Burger
10. Coffee Nut

11. Shops Closed For Repairs, Opening Soon!

1. Bike/ Riskshaw rentals

Kiosks & Merchant Tents

Access Attached RFID For Additional AR InFormation!

Offiene Ork Says "NO ADMITTANCE!"

SHADOWRUN 2050

Chrome eyes. Computers called "decks." Big hair, big cyberlimbs, and bigger guns. It's *Shadowrun* in the year it all started. Take a step back to *Shadowrun*'s roots with **SHADOWRUN 2050**, a book that combines Fourth Edition rules—the smoothest, most accessible rule set *Shadowrun* has ever had—with the setting that first made the Sixth World a legend.

Shadowrun 2050 has everything players and gamemasters need to dive into the grimy beauty that kicked off one of the greatest roleplaying settings of all time. With information on how to adapt Fourth Edition Matrix, gear, and magic rules for the 2050 setting, as well as in-universe information about the powers of the world, what shadowrunners will be up to, and who they'll be running into, **Shadowrun 2050** puts a new twist on the classic setting.

Captain Chaos. Maria Mercurial. The Laughing Man. Sally Tsung. JetBlack. Hatchetman. Nightfire. And the Shadowland poster who just called himself The Big "D." These people and many others are waiting for you in the year that started it all, a setting brought back to life with new, full-color artwork showing the chrome, dirt, neon, and darkness that was in the heart of *Shadowrun* when it started and remains at its core today.

Shadowrun 2050 is for use with *Shadowrun, Twentieth Anniversary Edition.*

WWW.CATALYSTGAMELABS.COM

SHADOWRUN

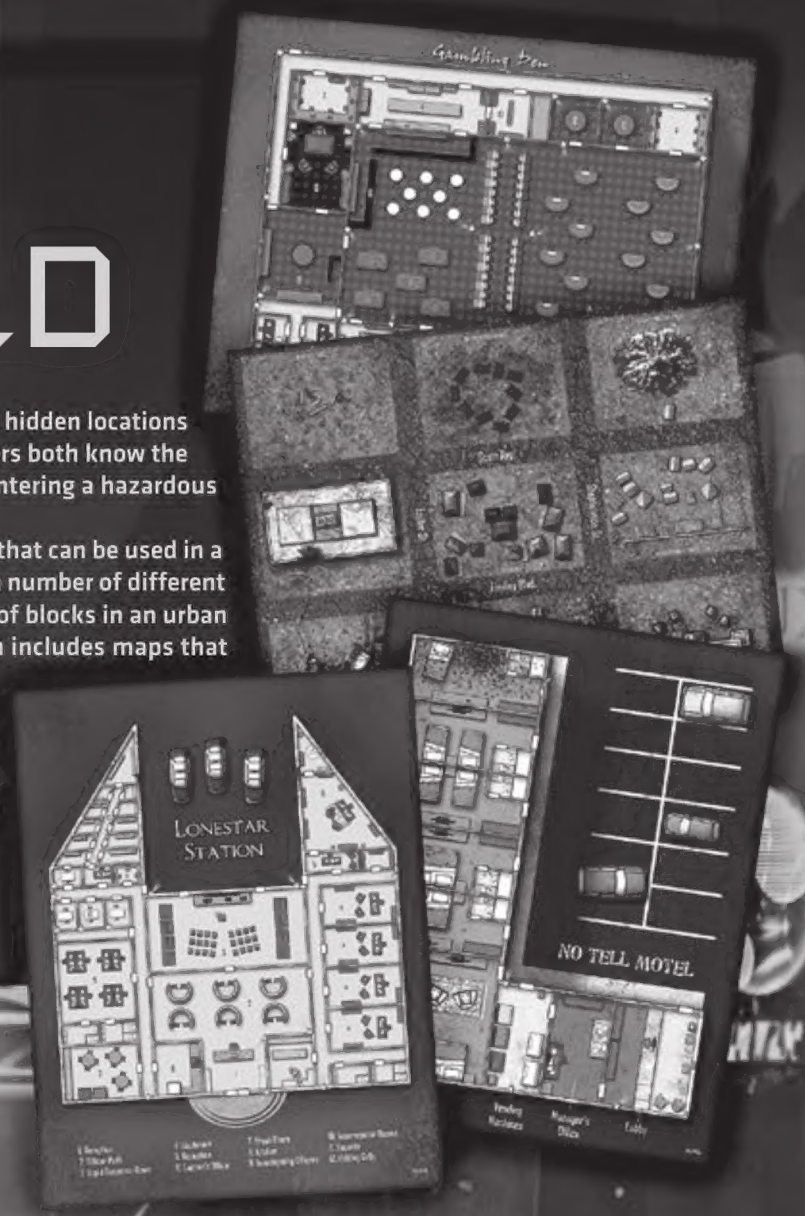
SPRAWL SITES NORTH AMERICA

UNFOLD THE WORLD

The Sixth World is full of dark alleys, twisted corridors, and hidden locations for nefarious activities. Shadowrunners and 16th century explorers both know the same truth—the difference between death and survival when entering a hazardous area may be a good map.

Sprawl Sites: North America presents eight full-color maps that can be used in a variety of sprawls, making it simple for gamemasters to call up a number of different locations when they need it. From a luxury hotel to a collection of blocks in an urban barrens, from a shopping mall to a trideo studio, the collection includes maps that can be used in many different situations. The maps are double-sided, with a key on one side, making them useful as both a guide for players and a reference for gamemasters. The package also includes a booklet providing details on security and other personnel found in the location, along with plot hooks to help involve these spots in your game.

Sprawl Sites: North America is for use with *Shadowrun*.



www.catalystgamelabs.com

FIN

THE JUNGLE NEXT DOOR

You live in any sprawl long enough, you'll find out that there's a lot more to it than businessmen and soykaf stalls. Any sprawl worth its mettle has its dark corners, its forgotten places, its spots that are just as wild and untamed as the deepest rainforest.

Seattle, the prime metroplex in the world for shadowrunning, is filled with such places, and *Sprawl Wilds* gives shadowrunners a chance to tour them. From a fortress-like Barrens farm recovering from a mysterious attack to a dark secret hidden in a clinic, runners have a chance to see the sites most people never encounter, and uncover information that some people want to stay secret at any cost. They'll meet jaded smugglers, wary police officers, passionate activists, hardened criminals, wounded warriors, and at least one deranged killer. The questions are, will they survive long enough to collect a paycheck—and how much of the sprawl will be nothing more than dust when they're done with it?

Sprawl Wilds is a collection of *Shadowrun Missions* developed for major summer gaming conventions. These adventures have been adapted for both *Shadowrun, Twentieth Anniversary Edition* and *Shadowrun, Fifth Edition*, and they provide hours of shadowrunning goodness for experienced street veterans and new shadowrunners alike. With complete game information, including NPC stats, these adventures are poised to plunge players into urban chaos!

SHADOWRUN MISSIONS

CATALYST game labs

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